



SEGA

SATURN

MAGAZINE

ISSUE 8

JUNE 96



£2.75

HEART OF DARKNESS

It's another world first for Saturn!
Full details inside!

GUARDIAN HERUES

REVIEWED!

We take the first UK copy apart
and grill the programmers!

DESTRUCTION DERBY

Finally arrives on Saturn!

Your
LAST CHANCE
to win
FREE GAMES
for a year!

ULTIMATE MORTAL KOMBAT 3

Full players guide with EVERY
move for EVERY character!

NIGHTS

More info revealed on this awesome game!



PLUS! VIRTUA FIGHTER 3 STREETFIGHTER ALPHA PLAYERS GUIDE PANZER DRAGON 2
ROAD RASH SHOCKWAVE ASSAULT OLYMPIC GAMES NEED FOR SPEED AND MORE!

GEX



For strength, speed, and that healthy reptilian glow.

Get ready for one serious See-Food Cocktail. It's GEX, your bug munching, tongue-lashing alter-ego. Oh yeah, we got Hungry-Man portions of pop-culture cheese all right. With late night TV freaks like Camera and Flatulence Man. But it's our special sauce—over 300 hilarious one-liners and sound effects from HBO® comedian Dana Gould—that give GEX major attitude. So forget about good taste. And go with the stinky bag du jour instead.



CRYSTAL
DYNAMICS

presented by
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ENTERTAINMENT



See GEX action and hilariously silly 3D frenetic GEX combat. (It really is that silly, sometimes to the point.)



Score big offbeat wins, the bonus rounds and Funk & Wonders. (And more, really, as it goes.)



Expanding, hi-jumping & low-dicking to discover hidden items. Signs that signal a lightning storm ahead.



Electronic Gaming Monthly "Editors' Choice Gold Award"
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NEW for
Sega Saturn™
and the
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game console.





STOP PRESS!

DUE TO MASSIVE CONSUMER DEMAND, SEGA HAVE ANNOUNCED THAT AN **ALL-NEW VERSION OF DAYTONA** WILL BE RELEASED BEFORE THE END OF THE YEAR!

Yep, thanks to endless phone calls to Sega over the last few months (from faithful Saturn owners), plus the advertisements from Sega that perhaps Daytona wasn't quite as good as it could have been, a top development team at Sega has finally decided to re-convert this awesome game!

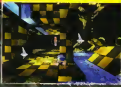
The team responsible for the Sega Rally conversion will work on the project, and seems confident that they will pull-off an even better conversion than Rally! It's likely that in addition to the original arcade tracks there will be more courses to select, plus a two-player mode and loads of extra secret stuff that can't be announced at the moment.

So, you finally got what you wanted! Daytona has always been way more popular than Sega Rally as an arcade title, and Sega are planning to make huge money with this one, never to its release date, set for the closing months of this year. We can't bring you any pics at the moment, as this was such a last-minute announcement, but expect to see the first shots in our next issue! We can't wait! Any gamers as to what the new version of Daytona should be called? Write in with your suggestions and we'll print them in the letters page!



AMAZING STOP PRESS NEWS!

At the very, very last minute, we discovered that Sega are working on a new Sonic game for the Saturn, entitled Sonic X-Force, which should be out in time for Christmas. Like the forthcoming Megadrive game of the same name, the title will still be 3D with changing perspectives, and will feature a completely new graphics engine and style of play. In fact, it won't be like anything you've ever seen before! The title is being developed in America although it's not been disclosed whether any of the original Sonic team are working on the game. There's not much more we can tell you about the title at the moment, simply because Sega were hoping that the news wouldn't leak out until after the forthcoming 15 show had finished!



MORE STOP PRESS! FIRST SHOTS OF VIRTUA COP 2 ON SATURN!

It's better news for... There are lots of home-use Saturn shots of Virtua Cop 2, and were unveiled in the Japanese press a couple of weeks ago. Little is known about the actual conversion at the moment, but it has to be said that these first shots are looking absolutely stunning! Getting excited? Are you? So you should be. This is another one we'll be featuring in-depth next month - as soon as we can get our hands on the game!



Ready for more top action...



...We'll be bringing you more in next month's issue!

AND THERE'S MORE! CAPCOM UNVEIL FIRST VERSION OF MARVEL SUPERHEROES!

This announcement is a little different to the very, very last minute, as it goes in the lack of concrete info, but we thought you'd prefer to see the shots as soon as possible! Unveiled in Japan, the Saturn version is incredibly close to the original concept and features Capcom's heavyweight presence in the Saturn market. Could this be bigger than the rest of their games put together? Tune in next month when we'll be able to discuss the game fully (hopefully).



Yep, it's Captain America and Spider-Man!



Yep, it's Captain America and Wolverine!

SEGA SATURN

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The Ultimate MK3 guide begins on page 76! Contains every move for every character, plus secret codes and hidden characters!

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SEGA TIME ATTACK 1996

It's your last chance to win FREE Saturn games for a year! See page 74!

For the complete guide to Streetfighter Alpha, turn to page 82

NOW!



COVER STORY

HEART OF DARKNESS

36

Three years in the making, *Heart of Darkness* was scheduled for a PC debut, but in a bizarre (and fortunate) twist of fate, it's now released on Saturn first! As you'd expect, this adventure, created by the same people responsible for *Another World* and *Flashback*, is absolutely amazing, and so far has racked up a phenomenal production budget. It's easy to see why when you're the standard of the graphical

SHOWCASES

DESTRUCTION DERBY

44

Another Playstation title makes its way to Saturn this month, and once again, developers Pygnosis have delivered a worthy conversion. This racer was the fastest selling CD game of all time until the record was smashed by *Sega Rally*, and that's proof enough of its high quality gameplay! How does it measure up on Saturn? Read this six-pager to find out!

PANZER DRAGON ZWEI

50

There's more to *Panzer 2* than simply shooting things you know. Well, actually, that's probably not true. It's probably safer to say that there's more to shooting things than just shooting things. Yep, *Panzer 2* is packed with cheats and in this tips special, we reveal every single one of 'em!

KNIGHTS

52

Our extended coverage continues this month, with rumours of a new "3D" *Knights* joystick, plus loads of new pictures on what will inevitably be the biggest game this year. Forget everything else, this will be the one game that you can't miss!

FEATURE

56

Games aren't just for the playing you know. Well, maybe they are, but you can also use them to make yourself popular and sexy. Intrigued? You will be!

TREASURE INTERVIEW

60

With *Guardian Heroes* finally released in the UK this month, we sent our spies down to Treasure's HQ in Japan to find out exactly what they're up to at the moment. They explain all in our extensive interview.

44





SEGA SATURN NEWS

A Hearty Welcome From Chimp Corner!

So here it is! Another issue that walks the long winding road to Saturn. It's been a fairly quiet one this month with most developers saving up their big news for the E3 in Los Angeles. Sam will be there of course, hobnobbing with lots of Jet Set types while we toil away in our dank offices. Still, there's the breaks as they say. Expect plenty of info from the show next month. For now though you've got the stunning Heart of Darkness, the long-awaited Destruction Derby and loads of previews and reviews to peruse at leisure. If you've got any points you'd like to raise with us, remember, we're always glad to hear from you, so long as you're not too mad or anything. But for now, go and make yourself a cup of tea, eat a slice of bakewell tart, and sit back and enjoy the mag!

Rob, Deputy Editor.



ALIEN TRILOGY FINALLY ARRIVES!

Remained to appear on Saturn any time from September '95 to October '96, the Saturn version of Alien Trilogy finally saw its unveiling just before we went to press. At the moment, only two levels of the game are complete, but the results of Probu's extended labour is looking pretty impressive already. As we stated some months ago, there will be a few changes for the Saturn version, and these will include extra levels, improved graphics and different level layouts. There's still no news of a firm release date yet, but the programmers are working all hours to get more work on the conversion underway and the majority of the programming should be complete in around two and a half months. Anyway, here's the first Saturn shots - at this stage the game is only around 30% complete, but it's already looking as good as the Playstation version - and so, that isn't just something we're saying for the sake of it - it really does look quite stunning! Hopefully, we'll be able to bring you a showcase on the game's development next month along with an interview with the programmers.

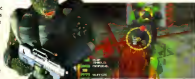


KNIGHTS GETS NEW JOYPAD!

Startings here confirmed yet, but there's various rumours flying around that Sega's latest top title Knights will have a joystick designed specifically for the game. Sega are keeping very quiet about it at the moment, but information was leaked in a recent Japanese games magazine. Apparently the joystick could be similar to the MUGA joystick where each side of the joystick moves independently, making 3D gameplay much easier. It's difficult to say when details or pictures of the joystick will be released, but still, it's nice to know that Sega are addressing the problems associated with 3D games now, rather than after the game's release.

FADE TO BLACK FOR THE SATURN

Fade to Black is already finished on the PlayStation and despite developers Electronic Arts hotly denying any existence of a Saturn version, it seems as though the game is already being developed for Saturn. Created by Delphine Software, the same people who were responsible for *Another World* and *Flashback*, the game is already hotly tipped to dominate the PlayStation charts when it's released next month. And although the game's theme remains similar to that of *AW* and *Flashback* (a man in jail or on an alien planet who must escape) the actual gameplay has come on in leaps and bounds, being a complete 3D adventure as opposed to a platform game with cinematic clips from time to time. Plus, as there's nothing like this currently available for the Saturn, this should prove an incredibly popular adventure – especially as the presentation is so stunning. The pictures here are taken from the PlayStation version as there's no actual Saturn disc at the moment, but as soon as there is we'll be running a preview.



WIN!

A COPY OF GUARDIAN HEROES

Welcome to a new regular easy thing where you get the chance to win a new game every month! And you don't even have to do anything except drop us a postcard filled in conjunction with *WIN*, one copy of their "game of the month" will wing its way to one lucky reader picked out of the bag on each June. This month's game for grabs: The chunky, bubbly and curvaceous *Guardian Heroes*. Can't say false than that! All you have to do is tell us.

WHO WERE THE DEVELOPERS BEHIND GUARDIAN HEROES?

Pop the answer on a postcard and send it to: FREE, FREE, FREE, SEGA SATURN MAGAZINE, PO BOX 100, COURT, 30-32 FARRINGTON LANE, LONDON E6 4JA. Usual postage rules apply.



RETRO MANIA!

Last month we broke the news that Sega will release three of their classics on to one Saturn disc. But we got it wrong a bit: it seems as though the three games will be released separately over three months, the first one being *Afterburner*, followed by *Space Harrier* the next month, then *Outrun*. All three games will cost approximately half the price of new releases and there's a possibility that more retro titles will be released after that. Still no word as to whether they'll be released over here though. Write in if you feel particularly strongly about them!

FIGHTING FANTASY

Remember the *Fighting Fantasy* series of books? Hey, no, neither, but apparently these were really popular in the early eighties. In fact, they've sold 18 million copies worldwide. Anyway, Dewart have decided to convert the sixth book in the series into a game, and it's Saturn bound in November. As you'd imagine from the title, it's a 3D dungeon RPG game, which sees you, stringy warrior, battle against all kinds of troll-type creatures in a bid for total dungeon supremacy. Released on PC before any console, the title is already causing a stir as it's being overseen by original *Fighting Fantasy* author, Ian Livingstone. More on this one soon to the time of its release, but here's a few early screenshots anyway.



RELEASE SCHEDULE

Please note that release dates and prices can change, but were correct at time of going to press.

MAY

Base 96	Sega	£39.99
Landmarks	Sega	£39.99
Blackmark	Sega	£39.99
Power Dragoon 2	Sega	£44.99
Shining Wisdom	Sega	£39.99
Loaded	Orion	£39.99
Streetfighter Alpha	Virgin	£39.99
Valers Valley Golf	Virgin	£39.99
Defcon 3	GT	£39.99

JUNE

Golden Heroes	Sega	£39.99
MLR Hockey	Virgin	£39.99
Destruction Derby	Sega	£39.99
Baku Baku Keisai	Sega	£39.99
In the Hunt	Tig	£39.99
Darkstalkers	Virgin	£39.99
Mortal Kombat 3	GT	£39.99

JULY

Destruction Derby	Sega	£39.99
Shining Wisdom	Sega	£39.99
Dino World	Sega	£39.99
3D Landmarks	Sega	£39.99

August

Story of Thor	Sega	£39.99
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LITTLE FISHY

Well, fishing is certainly a bizarre enough sport without even considering what it would be like as a computer game, but that hasn't stopped NEC from converting the serene sport to the Saturn. Featuring, well, loads of fishing, the aim is to catch as big a fish as possible through clever selection of rods and a rigorous training program. And despite what you may be thinking, it's actually rather good, although it's difficult to say how the title will go down once it's out on the shelves. Another one that's almost finished, this should also make a late June release.

IT'S DELAYED, ACTUA-LLY

Every time this game makes its way into the news section almost every month, but this month it's for different reasons. Unfortunately the Saturn version of Actual Golf has been held up for a few months as most of the programmers were drafted in to work on Euro '96 so that it would be out in time for the tournament, and as a result there's been less people to work on the Actual conversion. However, as of now the programmers are working at full speed on the project but nevertheless, it's still more around two months before we'll be able to run a full preview on the title. It's also unfortunate that other Genesis titles may slip back a couple of months due to this, but with any luck, a couple of them will still make it on the shelves by summer.

BACK FOR GOOD

After the announcement last month that the Saturn's price would temporarily be dropped to £49 for a period of four weeks, we're now pretty happy to announce that the price will remain at this low point for evermore. You'll notice that the PlayStation's price remained high and will remain so for the foreseeable future. According to Sega, the price slash has had positive feedback from shop doors to get hold of a Saturn and the gap between the number of PlayStation and Saturns sold is becoming ever smaller.



WHAT A STRIKER!

Acclaim are nipping up their Saturn release this month with yet another title due for a summer release, Striker is, obviously enough, a football title, although it bears no relation to the arcade title Virtua Striker. We don't know much about this one yet, simply as there's not much of the title to see at the moment, but what there is to see looks okay, although it has to be said that the in-game graphics do seem rather old-fashioned at the moment. Still, the game plays well enough and there's still a bit of development time left to go on this one. Looks like after ages without a proper choice of football titles, the Saturn is about to be flooded with choice. Not before time either!



SORREE!

Apologies to everyone who is a bit fed up with the PAL conversion of X-Men. Despite being guaranteed by Acclaim that the PAL version would be full-screen, full-speed, the final retail version didn't live up to that promise. At the time of writing it was impossible for us to know that this was going to happen and therefore we'd just like to say sorry. We're pretty fed up about it too.

MY GOD! THEY'RE WARPED!

Warped, the creators of recent gloom action B, have announced that they'll be developing exclusively for the Saturn in the future. The reasons why they've made this decision were not made clear but it seems there's been some sort of major bust-up between Warped and Sony. Anyway, this is good news for Saturn owners as it means they will be the only ones who will be able to play their forthcoming titles, one of which (they're Zero) is in development at the moment. And here's a few pictures of what you can expect to be exclusively playing in the coming months.



INVESTIGATION HAS NEVER
BEEN SO MYSTERIOUS...

Jack is Back

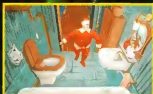
THE FILES

24th December, 1984

Bill's Kitchen, California ...

"The further I went, the worse the smell got ... The air was thick with the sickening stench of putrefaction. The floor was getting slippery and dangerous. Suddenly I lost my footing! I scrambled for a hand-hold but it was no use. Was I, Edward Carnby, Supernatural Detective-Nye, heading for Santa heaven or was I just toilet-bound?"

CASE NO.3 "SMELL FROM HELL"



The continuing adventures of Edward Carnby can be found in: **ALONE IN THE DARK**

THE TRUTH IS OUT NOW



Infogrames Ltd., 14 Smedley Street, Clapham, London, SW4 6PF. Tel. 0171 738 8199. Web site: <http://www.infogrames.com>

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HMV CHARTS		
Week ending April 29th, 1995		
	Title	By
1	X-Men: Children of the Atom	Acclaim
2	Virtua Cop (second week)	Sega
3	Sega Rally	Sega
4	Wipeout	Sega
5	Golden Axe: The Duel	Sega
6	F-1 Challenge	Sega
7	FIFA '96	Electronic Arts
8	Wing Arms	Sega
9	Magic Carpet	Bullfrog
10	Victory Boxing	Virgin

SATURN MAGAZINE CHARTS		
1	Street Fighter Alpha	Capcom
2	Panzer Dragoon 2	Sega
3	Euro '96	EA
4	X-Men: Children of the Atom	Acclaim
5	Virtua Fighter 2	Sega
6	Sega Rally	Sega
7	Baku Baku Animal	Sega
8	Magic Carpet	Bullfrog
9	Darkstalkers	Capcom
10	Shining Wisdom	Sega

READER CHARTS		
1	SEGA RALLY	Sega
2	Virtua Fighter 2	Sega
3	Wipeout	Sega
4	X-Men: Children of the Atom	Acclaim
5	Street Fighter Alpha	Capcom
6	Fifa 96	EA
7	Virtua Cop	Sega
8	Wing Arms	Sega
9	Magic Carpet	Bullfrog
10	Daytona USA	Sega

Send us by May 1st
Name of chart,
What it placed in
the magazine

If you would like to see your chart featured, send in your top ten to READER CHARTS, SEGA SATURN MAGAZINE, PRIORITY COURIER, 36-38 PARRINGTON LANE, LONDON EC4A 3LL. Anyone who has their charts printed will receive a game for their troubles!

BIG HURT!

Baseball has always been a bit of a strange game for the UK market. In America, there's absolutely hundreds of titles released every year but hardly any of them make it over to these shores simply because the sport isn't very popular over here. In fact, so far only one baseball game has made it on to the Saturn, and it was a pretty decent conversion which managed to win even non-baseball players round. Acclaim are hoping to do the same with Big Hurt Baseball, an adaption of an ancient Megadrive game which did pretty well when it was released. Of course, this time around, the graphics are much more impressive and there's plenty of multi-angled action, snazzy cinematic bits and what's more, the gameplay's pretty good too! Expect to see this hit the shelves in early summer although a review should make its way to us next month.



SEGA HIT BACK

Irritated by the incredible N64 bias that most magazines seem to have (even though the machine still isn't out) Sega have launched a backlash ad campaign. The ad below ran in our sister magazine NMS, and coincided with the "plumber" they employed to walk around the recent European Computer Trade Show.



MO' MONEY

Not to be out done by other publishers, Virgin have signed up their very own sponsorship deal with top bike rider Jamie Robinson. Jamie will now also feature the Virgin logo on all of his rides, which is particularly ironic as if you look at the picture you'll see the boy's name plastered from head to toe in Sega advertising. Tell it's all good fun eh?





I'VE GOT THIS EARLY MORNING ROUTINE.

I CLEAN MY FACE WITH **OXY DAILY WASH** EVERY MORNING BECAUSE I DON'T WANT SPOTS. IT CLEARS MY PORES OF THE MUCK AND GREASE THAT CAUSES THEM. **SPOTS? OXYCUTE 'EM!**



COMING SOON

With the year's biggest computer show just a few weeks away, most software houses are keeping their cards pretty close to their chests, and as a result, there's not much in the way of hot new titles this month. But hey! Don't despair! Next month should see an avalanche of games on the way. Honest!

TOMB RAIDER

DEV: CORE DESIGN RELEASE: SUMMER '95

Another title planned for a simultaneous release on Saturn, Playstation and PC, Tomb Raider is very early in development, but could just turn out to be the surprise hit of the year. There's very little to see of the game at the moment, but an early demo is up and running, featuring a full 3D environment. As you'd imagine, the idea in Tomb Raider is to run around, break into tombs and pillage any treasures to be found in them. The main character is a sort of grungified glamour girl with a gun who has an affinity for lots of nice shiny things. She's quite hard too and also likes to shoot anyone who gets in her way. You know, the average kind of nineties girl.

While there's not much to see on this title yet, the polygon generated backgrounds and the graphics are looking very impressive and with the environment being completely free, this could turn out to be one of Core's most original titles yet. More soon.



You can run around in any direction within the level, making the play environment fairly free. This is the station, apparently.



Don't know who these people are, because they weren't in the game when we saw it.

CRIME WAVE



While Demark managed to publish a fair few titles on the Megadrive and other 16-bit consoles they've yet to publish on the Saturn, and Crime Wave will be their very first outing into joint land. Crime Wave will be published across most of the superplatforms, but a simultaneous development push means that all the versions should arrive at around the same time – hopefully in September if the game remains on schedule.

Crime Wave is a chaotic racing game which sees you attempting to curb the horrific crimes taking place on the streets. Obviously this means that jumping into a ridiculously high speed car and chasing criminals is the order of the day, and the action takes place over a variety of levels and different scenarios.

Viewed from an overhead perspective, this isn't breaking down any technical innovation barriers, in fact, it's reminiscent of a few 16-bit racers, but there's still a long way to go before the game is finished, and the final product could end up looking very different.

SWAG MAN

Originally declined for the psX, Swagman has been over a year in the making. And to be honest, there's still not very much to see on the game. But then Core are converting it to the Saturn instead, so they possibly decided to start the game again completely from scratch.

Little more than one level of the title is playable at the moment, but what's already evident is that the Swagman of today is very different from the pictures seen in magazines from this time last year. He's gone all small and troll like and he's appearing in an isometric 3D adventure. Unfortunately, we don't know much more about it than that because the only bits programmed into the game at the moment feature the main sprite wandering around the environment. But it does look very nice. Expect to see more on this one when it's closer to the release date – currently set for early Autumn.



Well, it's Swagman's bathroom! Check out the little troll footprints and towelbag!

 **COMING SOON**



Olympic football isn't like the real game you see on the telly. It's played by amateurs and therefore has no big name stars playing. Also the standard is very, very different. In a bad way. That's why they never show it on TV.

OLYMPIC FOOTBALL

Until US Gold phased up and told us they were bringing out a game of Olympic Football, we didn't even know that it was a category in the Olympic games. But although it doesn't feature any big-name stars from the professional world of football, it's still quite popular so far as Olympic events go. And as US Gold have the complete publishing rights for Olympic video games, they decided to go ahead with a little title. You know, because they could. But rather than including it in their other Olympic title it's developed into a standalone game.

At present, the title is around 60% finished, and what's changed so far is something of a shift away from the slick, FMV based efforts from developers such as Creative and EA. This is much more of a gameplay-concentrated affair, which was something that the task-orientated developers were extremely conscious of when they began putting the game together. Having signs the sensible 'Seize it or lose it' of thought, they believe that the gameplay is far more important than any graphical wadding paper, and they also believe that's the problem with better games at the moment. On a first play look, it does look as though there's plenty of gameplay variations to make things with interesting play rather than in an formation, although it has to be said that it looks very different from games such as the old FIFA Soccer 500, with any luck, this should be another great match, never should be able to give you one word of it.

BY US GOLD RELEASE JULY



COMING SOON



QUAKE

BY 3D

RELEASE: SEPTEMBER

Last month saw the announcement from ID that their forthcoming guaranteed-to-sell-by-the-buck-would PC version of *Quake* will be converted to the Saturn. This month, we've managed to find a little more about the Saturn conversion and confirm that the finished product will arrive two months after the PC version is finished.

ID haven't even started working on the Saturn version of the game yet, and the PC version is less than 50% finished, so it will be a while before any genuine Saturn code will arrive in the UK, but by all accounts the two versions should be the same anyway. This is set to be one of the Autumn's biggest hits on the Saturn and as there's still no sign of *Doom* (what's going on!) this will have even more hype surrounding it than you could possibly imagine. Well, as long as it uses the Saturn's link up cable, we certainly won't be complaining!



Let's be a bad boy, Normy!
Kill him some more! We want more blood!



Standard monster fare as far as ID go, although Quake has pushed the genre forward by often in comparison to their original adventure, *Doom*.



SLAM N JAM 96

BY BNG

RELEASE: JULY



Although that Megadrive was subjected to a swamp of Basketball games over the years, so far the Saturn has been refreshingly basketball-free. There's been the obvious NBA onslaught of course, but the promised Sega basketball game still hasn't seen the light of day. However, it was only a matter of time before more basketball titles appeared, after all, it is a hugely popular sport in the US. At the moment, BNG are putting the finishing touches on their basketball sim, and while it's not exactly an original concept, it's certainly an incredibly playable game.

Featuring, well, just about anything and everything you'd expect to see in any credible basketball game, plus some pretty 3D style graphics (this is set to do well albeit in fairly small circles in the UK) and with any luck should be ready for review in time for our next issue.



MYTH ADVENTURES

BY VIRGIN

RELEASE: JULY



Virgin haven't released much on the Saturn to date, but with the impending release of *Earthworm Jim* 2, plus a signing for *Skeleton Warriors*, they're on their way to gaining a worthy bunch of releases. In addition, they're also porting across a few of their PC titles, the first one being *Myth Adventures*. This is a light-hearted adventure game set in Ancient Greece, and um, that's about all we know at the moment. Virgin also have other titles lined up for the next few months, but are saving their announcements for the forthcoming *Up show*. We'll be reporting on them next month.



Operation Blackfire

Destroy all alien technology in Hellfire!

PEOPLE'S CHOICE	GAME STYLE C	ISSUING DATE C
Verde	Shoot 'em up	July
ISSUING	Original UK	
IT'S A BIT LIKE	IT'S A HOT Hot Thunderbolt, but with more general shooting of things	

Aliens are absolutely no end of trouble. Only this week did two of them appear at work and use their ray guns to erase loads of my work from the memory of my computer, and then just disappeared. As you can probably imagine this didn't make me the most popular member of the ISM team, and for some reason the rest of the staff refused to believe my explanation, citing simple laziness as a possible reason for my extraordinary light workload.

Now it doesn't seem I can get away from the green beetles, because here they are once again, threatening the security and existence of the whole world. Not in an official capacity it has to be said, but at least indirectly. You see, as everyone knows these days the Americans have an extensive collection of bits of flying saucer and dead alien and ray gun technology etc. hidden away in a secret base in Area-51 or some where. Until recently the safeguarding of the politically and militarily sensitive scrap was the responsibility of one

Commander Kane (with a name like that he had to be a villain) who has now disordered with the lot. His nifty idea is to use the scavenged wreckage to build his own fleet of super-powered vehicles which would fast take his plot to take over the whole world - OR DESTROY IT! (AHHHHHHHAAA!!)

Sadly for you the player this game doesn't cast you as Kane. In which case Operation Blackfire would be a happy jaunt around the capital cities of the world burning national monuments, taking all the money

and eventually enslaving the population of the globe and being nasty to them. No you're some schmuck pilot kid charged with bringing Kane to justice. And before you ask, no you can't defect to the other side which has all the advantages.

But it's not all bad news. You are given a state-of-the-art assault helicopter, the Blackfire of the title, with which to take him on. You also get to see a fair bit of the world, as Kane's now famous operation has spread its wings from Greece to Alaska. As you could probably gauge from the way this is all going, Operation Blackfire is one of those helicopter combat games. Viewed in the first person you're given a brief briefing outlining your primary and secondary objectives, anything from destroying things to protecting things, and sent on your way laden down with machine guns, missiles and bombs. From here it's a fairly straightforward arcade heavy blasting process. The controls whilst comprehensive enough to make your craft manoeuvrable aren't so complex that Blackfire nears simulation territory. The programmers have tried to keep things simple for the sake of the quantity of death unleashed in the ether. As should be when you're chasing stolen alien technology across the globe.

Whilst Blackfire is looking quite nice so far with an impressive game speed and lots of brief mapping, it's not finished enough far as to make any solid judgments about how good it'll be. Hopefully we should have a full review within the next couple of issues.

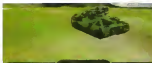


It's a rather black dog over Blackfire territory.



WAGGLE YOUR JOYSTICK

Whilst it's fully possible to play Operation Blackfire with a simple joystick, producer Virgin are hoping you'll like it enough to use the analogue Masson Stick. Full instructions for the stick set up will be included with the final product, aimed at increasing the level of realism and involvement present in Blackfire. Hokey for clump joysticks!

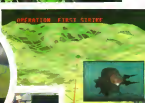


MAPS O'DEATH

You'll need to employ some professional-quality map-reading skills if you want to get anywhere in *Blackfire*. Unlike normal games of this ilk which provide a map marked up with all the relevant target details, this title gives you a tiny green-screen monitor with no reference points on the undulating terrain whatsoever. So pay attention to any natural unusualities, and keep an eye on your heading indicator which guides your angle (but not distance) to your next target.



Not the most exciting of views, granted, but it shows the range of your targetless.



Being the end Mr. Pincus! With his plug-in gun attachment!



FMV - YEAH, YOU KNOW ME

Operation Blackfire is one of the cleverer games that has loads and loads of FMV footage spliced between levels to keep you up-to-date with what's happening in the command centre controlling your mission. There's a small cast of characters you'll get to know and (in the case of Col. Overstreet) loathe. You might think this is just fancy window dressing, but keep your ears peeled - one of your crew might just be a tankcoat!



Locking-on targets makes them much easier to hit. Which is why locking-on was invented.

A string of explosions brightens up the sky. Try this next time it rains over your house.



When some opponents are critically injured they'll try to run you to their death throes - the spiral gets



GHEN WAR

Here comes Mr Ghen!

PUBLISHER	GAME STYLE	RELEASE DATE
Virgin	Shoot 'em up	August 2000
DEVELOPER	An original idea	
ITS A BIT LIKE	A mixture of Doom and Doom II	



What is it about human beings that inspires hatred among our alien neighbours? Our state in clothes? Ourightly nasal hair? PJ and Duncan? Well, whatever it is, some new enemies have just

arrived in the shape of the Ghen. Ghen War has been a long time coming. There were times in fact when it was assumed it wouldn't actually be released in this country. But Virgin, bless 'em, have donated their Hypersuits and taken to the alien terrain that is Ghen War. The Ghen as it happens used to be our buddies providing us with disease cures and other nice stuff in return for a safe place to hang out. But somewhat inevitably the relationship



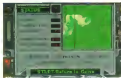
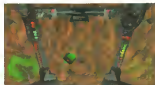
your protective hypersuit. This begins a Doom-esque shoot 'em up that sees you scouting Venus, Mars, Ceres (if) and a variety of other rugged terrain, blowing up bases, mines and Ghen soldiers, making the most of your potent weaponry as you go.

The action is viewed from behind the visor of your Hypersuit and the aliens attack in numbers, be they foot soldiers that look a bit like fish with legs, robotic drones that aren't very hard but rely your position to other enemies, and even some nasty giant

work to the dogs and we're now caught in an apocalyptic war with the ungrateful space types.

Having more or less overrun our entire solar system it's left to you, a surface dweller, to track them down in

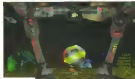
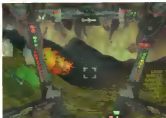
space uptown. Ghen War features six different destinations including the first training stage, and each destination will involve up to five missions. The action is fast and there are explosions a-plenty and the different mission objectives all look like being quite a challenge. Plenty to do then, although we won't reveal how it all goes until the review next month.



Moves in your status screen which offers useful life-like percentages of alien blood. (Kuhah!)

GO AHEAD GHEN, MAKE MY DAY!

Shoot 'em up = weapons. The two are entirely dependent on one another. Ghen War features plenty of them starting with the standard issue lasers which are an endless supply. This won't get you very far with the harder aliens though, so you'll want to make use of tracking missiles, grenades, mines and armour piercing rockets. There's even a doggy which these glibber Ghen will think is you and spend hours attacking it. (Kuhah!)



Rare's war have dropping some mines on the unsuspecting Ghen. Mines are most useful for taking out things like reactors or towers. Other weapons include things like rockets, E-Cells which provide energy and doxys.



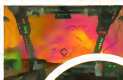


EYES ON THE VISOR

The action in *Glenn Wars* is viewed from behind the star of your Hyperion. This features displays that enable you to change your weapons, and check your energy and laser cannons. It also comes with an overhead map which shows a top-down view of the terrain and also shows a trail so you know exactly where you've been before. It also shows cut messages and power-ups.



Here's one of the ugly looking Glens in the flesh. This chap is only a foot soldier so your standard fire is enough to sort the blighter out. Show us more!



HARD DAY'S NIGHT

As you progress through *Glenn Wars* the missions grow more complex. On the Moon stage for example, you first have to locate an E-Cube which you'll need to power up a nuclear detonation device. Then it's off to the Moonbase which has been taken over by the Glenn where much in the way of death should ensue providing you're successful you then need to seal the bunker to prevent the Glenn's flagship from doing evil.



This is a scene from the Mars mission. That tower is known as the Stratosphere Tower. The Glen charges only \$5.95 for a trip to the top where you get some of the most marvellous views of the Mars landscape while you wine and dine in the revolving restaurant. Alternatively you might like to blow it up.



This is a gate guarded by a force field. To deactivate it you've got to find the power source. Only then can you make your way through it and get on with saving humans.



So here's your Venus mission. It's the place where you go to practice your knee.

Pastels at the ready! The summer season is on the way!

Virtual Open Tennis

DEVELOPER: G	GAME STYLE: G	RELEASE DATE:
Acclaim	Tennis	June 1996
ESQUIRE	Originally programmed for the Saturn in Japan.	
IT'S A HOT LINE	Well, it's a bit like tennis really. You know, that game in real life. But there's nothing like this on Saturn at the moment.	

Ah, you can tell that the summer season is almost upon us. Why, even as we speak overweight Englishmen are parading high streets nationwide wearing little more than tight denim shorts, a pair of mock Ray Bans and a body speckled with purple goosebumps. What's that got to do with you? Well, as we said, it's summer. And in gamespeak, this means sweetie jays and deluge of new Tennis sims.

First of the bunch is Virtual Open Tennis from Acclaim. Actually though, it's hardly what we'd call a new game seeing as it was released in Japan around seven months ago. Why it's taken so long to be released over here is anyone's guess, but it's survived the conversion pretty much intact from the original game, although there's no extra features or anything like that. But then this is tennis – there's only so much you can "expand on the genre" and suchlike.

So tennis. Surely there can't be anyone out there who isn't familiar with the basic concept of a tennis game, so I'm not going to another explaining the rules. If you don't know them by now it must mean you don't have a talyl which means you don't have a Saturn, which means you shouldn't be reading this magazine really. But, if you are partial to the odd set or two, you'll be glad to hear that this is a two player game, and that there's literally hundreds of options to fiddle about with. There's three different courts to play on –

grass, clay and hard – and three different modes of play – exhibition, championship and training, which kind of covers just about every possible tennis scenario possible really. But, just to jazz things up a bit, there's a choice of eight camera views, instant replay allows ten players with different abilities, stats on your play, ing abilities and even loads of realistic tennis sounds. Well, you'd at least expect that wouldn't you?

This is the first tennis sim to appear on the Saturn, although there's a couple more on the way this summer, so the competition between them is going to be pretty stiff! This offering, almost finished, looks and plays pretty well, although it has to be said that on the graphics front, it's nothing

really special – sure, there's your usual rendered players and all the nice bits at the beginning and everything, but there's nothing so far that actually jumps out at you, stays on your face a bit and plants a big juicy wet kiss on your cheek. But then this is a tennis game. And they've never been renowned for their graphical excellence in the past, you'd what the hell it's the gameplay that damn well counts. Which is good because this plays rather well indeed.

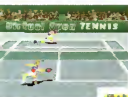
As we mentioned, this game is almost finished and to be honest, there's not much more that could be added at this point and besides this has already been released in Japan. What the heck – a review next month.



CONTESTANTS READY!

So, who do you reckon's hardest? Is it Fox from America or Lawrence from Spain? Well, seeing as you can pick any of these characters, I don't suppose it makes much difference really. But it is quite nice to have a little bit of variety on offer. Of course, all the players have different styles and each has their own set of preferred smashes and kills and the likes.





Offen: Love, that's what they say, and with tennis love is always in the air!



ORDER!

Just like in real life there's more than one way to play tennis in this game. You can choose from hard, grass or clay courts, and the speed and style of the game differs depending on the surface. Tennis domination will hang in the balance unless you master all three.



Do the hard court the ball is much slower.



Little did you know but there is a tennis court that only plays when a huge nearby like planet appears on the horizon.



...And he saw the court and he said 'Let there be tennis', and there was, and it was good.



Here's a replay of the action viewed from behind the player. Looks pretty good doesn't it. Not whatever happened to regulation white? I'd like to know.



AND OVER TO THE REPLAY...

If you don't believe that the ref could have possibly called an out on your last shot, why not consult the action replay for the final decision. Actually you don't have much choice as the game does it automatically on every single shot.



Road Rash

The EA classic returns!

The joy never fades, or does it?



PUBLISHER	GAME STYLE	RELEASE DATE
EA	Racing	TBA
SEGA	The old Sega always knew	
JOE A. BIG NAME	And the old Sega always knew	

These of you out there who have memories enough to think back to 1991 could no doubt be lyrical about about your favourite games of the time. Among them might be the EA classic Road Rash, the game where you join a band of dysfunctional bikers and take to the open highway to beat each other up. Since then it's been through a couple of sequels on the Mega Drive and had a brief outing on the Mega-CD, the popularity of the game remaining largely constant.

For those of you not familiar with it, it is at heart a motorcycle racer that sees the competitors revving about a variety of urban, country and desert landscapes. Unlike usual motorcyclists though, they're not doing it only for the privilege of being the fastest on the road. They're in it for the money as well, which means gentlemanly conduct goes right out of the window. In the battle for first place the 'any means necessary' motto is validated by the amount of kicks, punches and even the use of the odd club or chain.



This way or that? Road Rash offers you a choice of routes, the best being the one where you won't get beaten up.



Motorbikes: They're quite nice actually, and feel like, and they feel very very nice between your legs. Apparently.



You'll notice that some of the courses in the new version of Road Rash are like the old ones, but there are also some new ones like the city where you mix by the urban landscape.

HEAVY METAL THUNDER!

Road Rash has been getting more grungy as it's progressed, and its arrival on the Saturn sees the introduction of some genuine bands of the indie thrash and American grunge variety in the jukebox you'll find Soundgarden, Therapy?

Swervedriver and a few others to keep you

rocked while you go about chasing all kinds of alternative culture mayhem. Should have had that David Essex track in there as well, but nevertheless, badly banging old boy!



MEGA SATURN

Obviously this is far from those Mega Drive Road Rush days although it's important to remember that the essentials of the game are the same which is a good thing because that's what made it such a good laugh to play in the first place. The improvements are actually in the more detailed graphics and the slicker animation making those fights and crashes look all the more entertaining. Another change comes in the shape of the characters who are all new. Bye bye Narazaka, Slater and Viper and hello Slim Jim, Teflon Mike and Aile. I think I preferred the old names actually.



A biker is rarely ignored by the fifty bikers.



Now if this chap isn't careful he's going to end up flying right over that pick-up truck. Gid your speed!



One of the bikers takes a jaunt through the desert.



A biker experiences some severe shelling on the open highway.



Lots of crazy names and horridly alternative colors going 'funny' in the area.



CASH MAKES SMASH!

Depending where you finish in a race you'll be awarded a certain amount of cash. Obviously first place will earn you the biggest cash reward and it gradually diminishes until the tail enders come a way with not long. There's only one thing you'll do with your money and that's spend it on a better bike. Players start out with what are known as 'Rat Bikes' the cheapest and of the market and basically disposable after a few crashes. The drawbacks are of course that they don't handle particularly well. However, before very long you should be able to upgrade to one of the 'Sports Bikes', far more powerful and a bit more durable to boot. But for the connoisseur with plenty of cash to spend the 'Super Bikes' are the ideal purchase. There are the fastest in the range but be warned! cash and you won't have a backup to it on!



Shock Wave Assault

They're Eating Everything in Their Path!!!

PUBLISHER	GAME STYLE	RELEASE DATE
Electronic Arts	Shock Wave Assault	June 2000
SEGA	Shock Wave Assault	
SEGA SATURN	It's a bit like the Power Rangers crossed with GI Joe	

Developer and Publisher

A couple of years ago a game called Shockwave Express hit the PC. It had absolutely nothing to do with this forthcoming release from EA, and perhaps we should be glad for this. Not just because of its reimagined cyberpunk storyline, but because of the license which spawned its creation. As the title suggests, this was Wells Shockwaves, a popular range of hair styling products who obviously wish to create a cyberpunk image for themselves. Of all the things in the world to inspire a video game, hair gel is a bit of a surprise. I mean, if you were a programmer, it would have to be near the bottom of your Things To Write My Game About list, somewhere just above earthworms and hedgehogs. Fight the evil forces of wind sweep!

Combat Flacid Rallies Syndromes! Or not!

Luckily EA are a bit more picky about the in-sponsorship alignments, and until FIFA or the NHL/AFL decide their own styling range (surely not too far away) we're saved from such embarrassment. This Shock Wave, of the Assault variety, is molotovy catharsis free and looks to benefit from this.

It's a so-called interactive comic-fiction movie. But before you start running for cover screaming "Not just another interactive movie, I can't take it any more!" we'd best mention Shock Wave is very arcade comic plus and I quote from EA here, features "3D graphics beyond anything seen thus far in home entertainment software". Yeah, I know we've all heard that one before, but take a look at the screenshots in this page



view. Looks pretty nice, doesn't it? EA have forsaken the usual formula for "interactive movies" by concentrating the gameplay on a first person 3D shoot 'em up. This is interspersed with real-time FMV clips to keep you up to speed on the plot, which has a direct effect on the course of the game.

This plot has been dreamt up by an allegedly award winning novelist/script writer, the identity of whom we're a little shaky on at present. But EA reckon has come up with a home-fying vision of the future (and to be exact) when the earth is invaded by marauding aliens and their war robots. So obviously the award winning writer responsible for Shock Wave must be none other than the mighty HG Wells, who it has been said on his masterpiece War of the Worlds. That's a bit of a coup for there - he's been dead for forty years.

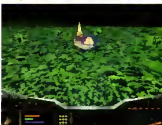
Anyway, there is a glimmer of hope for mankind in the shape of the UN's Omnia, an aircraft carrier orbiting the planet in space. Obviously the aliens neglected to destroy anything at all on their way down to the planet (communications and military satellites, orbiting nuclear weapons etc), so a hasty counter attack is launched from the bays of the Omnia. And you Johnny Ramrods, are heading up the operation.

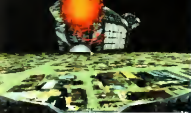


This looks out while the assault on the Dark Star from Star Name. Not it isn't, it's a raid through an alien-infested city on Planet Earth. Save your laser toys, Billy Boy!

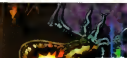


The pics above and below showcase the news reports which act as a plot precursor to the alien invasion. Daniel Bartine is not real.





That thing in the top left of the screen is an alien leader. Sadly, as happens in wars, no matter how aggressive you are of your enemy's leader, they must still be destroyed. Moo.



Below: This is what you can expect from your prison of the future. Simple and classic. It's inspiration in the late 20th century role film.



Lord knows what this power cell does, but it must have some sort of importance to the game. We'll tell you in the review. Maybe.



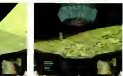
SHOT TO THE GROUND

Shock Wave Assault, in its quest to be a very nice looking game indeed, utilizes a process thus far seen only in flight simulation on the PC. In order to achieve as realistic backgrounds as possible, the producers have digitised racks of real-life aerial photographs and texture-mapped them onto the floor. Who knows, your own neighbourhood may be threatened by the alien menace if you look hard enough if you're from America which is probably where the photos were taken.



ALIENS! FAAAAHSANDS OF 'EM!

The thing with alien menaces is that once you've seen them off our extra-terrestrial cousins learn their lesson and are loath to return, meaning an end to your gaming. But this isn't so with Shock Wave Assault, oh no no no Shock Wave Assault comes packaged with the data disc Operation Jumpgate, featuring a further twenty levels of planet-annexing action. You see, this time the aliens are massing on the edge of a black-hole induced teleportation gate in space, and it's your job to sort them out once and for all - by leaping through the rift and taking on the whole fleet single handed. Lucky old you.



Even better than 3D Ant Attack, its...

Puzzle Bobble



Bob, it's really weird seeing cartoon characters. It's really on the edge of the box.



PUBLISHER	GAME STYLE	RELEASE DATE
Hasbro	Puzzle	June 1993
Hasbro	Based on ancient Bobble Bobble characters	
Hasbro	As spin-off from Hasbro Bobble Machine	

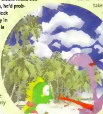
If Jeff Thang from the Comics Show had his way, doubtless there'd be no Bobble games at all, given his career TV crusade against "bobbling" in his weekly puzzle adverts. The snarl-ers get. After all, bobbling is a peaceable pastime practised by cute little dinosaurs, who blow bubbles out of their saucy mouths. In fact, given the bubbly qualities of these powders, you'd think whatever brand he's touting would make bobbling (crushed?). Mind you, he'd probably approve of the bright block colours which feature heavily in each of Bob and Bob's (but it is they, stars of the Bobble genre) outings.

But this doesn't concern us today. If, of course, he were to start some kind of fascist anti-Bobble movement, marching against friendly dinosaurs and burning their effigies, we'd have more to say on the subject. In fact, it's highly likely we'd mount some kind of counter-publicity offensive, printing posters for our readers to put in their windows saying things like "Free the Bobble Two!" or "Justice for Bobble Dinosaurs!" For now, though, whilst an atmosphere of placid opposition exists, we'll just tell you about the new Bobble title called Puzzle Bobble.

Puzzle Bobble has been around for a while on

various other consoles, where it's garnered applause and declarations of romantic love from the girls of many countries. Now it's time for the Saturn to be blessed with a manifestation. It's a bit of a departure for the Bobble lads given that their original outings have been platform based. But these fine efforts aren't going to reach 3D for a while yet, so forget about that. This title is a split-screen arcade puzzle title which pits the player against another human or a

series of ultra-cute baws, most of whom are taken from the previous Bobbles. These computer opponents are introduced with a short and word-free bizarre animation before each round, which are undeniably, tentatively funny for this kind of thing. From here a bizarre march of wits and reactions commences. It's one of those unpredictable games played head to head where great success on the part of your opponent can totally screw up your plans and chances for victory, as we mention elsewhere. In fact, Puzzle Bobble has all the elements of the perfect puzzle game for male. It would appear the only stumbling block standing in its path to glory is the possibility of a poor programming job on the conversion tip. First assured we'll put either your minds or the games chances of sales success at rest in our review next month.



It might look simple enough, but Puzzle Bobble is actually deceptively difficult to play and this little girl character might look like a pushover, but she's rock hard at bobbling.

MY BRAIN HURTS

You might think there's already enough brainwork in Puzzle Bobble to justify the Freudian prefix, but that's where you'd be wrong. So concerned are the producers with fulfilling their trade description they've included a second one-player mode, called Puzzle Game. You're presented with a prearranged gamut of bubbles, and your job is to blast these off screen as quickly as possible before the ceiling starts to lower itself. The first few bubbles you're given are generally perfect for doing the job, but if you mess up your initial moves, progressive bubbles just seem to mess things up. One for the intellectuals.



BUBBLICIOUS

Usually Bub and Bob are known for making bubbles. In this game they have to destroy them. Although they make them too. Your dino is equipped with a kind of harpoon gun, which fires bubbles of several different colours up the screen. In order to rid the world of these bubbles you need to line up three or more of the same colour, wherever they pop. If you're clever and pop a row of bubbles with numerous other ones hanging below, these also drop off the screen and people love you.



Bub's not looking happy here. That's because he's about to die. But if he pops that green in the right he'll be out of danger, and win the big one. Use the best blue for better profit.



See, what did I tell you? Even though this screenshot is from a totally different game.

POP POP WATCH THEM ALL DROP

The trouble with this bubble pop game is that you're popping away doing the same old thing on the other screen, and if they break a heart in bubbles or age or things called for the bottom of the screen. The reason they can't be easily fully played is because the bubbles are arranged in a way that you can't do the same to them if you're good enough. And guess that the first person to be credited by their bubble popping machine in the bottom of the screen, it'll be nice if you are good enough.



Bob looks maliciously cheerful here, the gr.



Look, not so happy now, you little green pond.

PREVIEW



EEH, THEM WERE THE DAYS...

As we've mentioned repeatedly throughout the text, the characters in Bubble Bobble began their meagre computer lives some years ago in a gaming classic known as Bubble Bobble, which is very hard to talk about when you're drunk. Partially because of its titular tongue-twisting connotations, and partially because said old gamers' addiction for the product leads to brain-tyed and intricate reminiscence of days when games were games. Soon said young gamers will have the chance to join in the festivities when Bubble Bobble arrives on Saturn sometime this summer, they reckon. In the meantime here's a couple of (not Saturn) shots to demonstrate what all the fuss was about. It's a lot better than it looks, honestly.



Poor little Bob, looking upset. Tell it to the Maroon, looks, at least you're winning.

The Need For Speed

Run with your inner Boy Racer!



There's nothing like a sports car!

PUBLISHER	GAME STYLE	RELEASE TYPE
PUBLISHER	Racing	Box
DEVELOPER	Who knows, maybe the crazy motorways of Japan.	
WHO'S HOT ABOUT	Customs except on motorways and with a lot of Road Rash.	

For me the attraction is in the curves of the body, the elegant mystery of the frame, and the way in which, when coaxed to perform, the movement is tentative yet seductive, and how, in the throbs and shudders

begin to quicken, an overwhelming sense of heat and release mingle in a unifying consummation... Yes I love cars too, especially the really fast and shiny ones that have amazing acceleration so you can act hand at traffic lights. And as far as cars like this go, The Need for Speed doesn't disappoint. For the aficionado's the list includes the Mazda RX-8, Dodge Viper RTT, Lamborghini Diablo VT, Porsche 911 Carrera and the Toyota Supra Turbo.

The Need for Speed is a racing game set on the motorways of Japan and because the competitors are all miscreant types living on the wave of an adrenalin rush, they insist on racing while other motorists go about their daily business and when cops are scouting the lanes for speeding

In that sense it's a bit like Road Rash in that sense it's a bit like Road Rash



Like most racing games it includes a variety of race modes from the one-on-one Time Trial to a full tournament with a whole field of competitors but it's the Head to Head option that sees you get being tangled up with the law in some anarchic chases and bullying civilian drivers off the road.

The Need for Speed has already appeared on the 3DO and PlayStation where it received a lukewarm reception. We'll be testing it for the crime of speed heavily value next month.



If you like driving past cars extremely fast, we doubt Need for Speed will appeal to you. Actually, it'll speed in you more if you're never had the opportunity to drive a past car.



I DROVE ALL NIGHT

One of the slightly more bewildering options in The Need for Speed is the opportunity to select at what time of day you'd like to race. There's a choice of three — Morning, Midday and Evening. If however you're taking part in a three stage race it will move from light to dark anyway eventually getting pitch black making driving rather hazardous.



(Right) Some cars having a bit of a bump. If this happened in real life someone would probably get hurt.



Look — there's a multi-colored red-headed dragon flying over the road in the distance. They must have got that idea from Cyber Speedway.

CUE CHRIS REA

One of the major attractions in *The Need for Speed* is the spectacular nature of the crashes. When you play *Head mode*, there are plenty of civilian cars on the road. They might be on their way to work or coming back from a shopping trip who knows. The important thing is that if you get yourself in a fast car and drive right at them you can cause some breathtaking collisions and maybe even get a bit of a pile up going. Just watch out for these pesky traffic cops.



Ward & split-screen model I haven't seen one of these since Pole Position years ago. Except for Crashdown on the Megadrive. And Sega Rally of course.



Open roads – good in real life, not half so exciting in video games.



It's generally best to keep the side with the wheels on it pointing towards the ground. You go much faster.



CAR SPOTTING

For those with a fervent interest in car specifications, The Need for Speed features a lowdown on all of the vehicles included in the game, along with information telling you the price, the length, the width, the height and even a posted history of the car's development and the dates the company's most famous models were created. It's not really that there you go.





*I'm Spartacus.
And I'm good at running!*

PRESENTED BY	GAME TITLE	PREMIERE DATE
40 Gold	Sports	July 1994
COMBOS	Olympic Games	
IT'S A HIT LIKE	HyperSports one-up updated to sophisticated New levels of playability	

You know, if the organisers of the Olympics had any sense at all, they'd always hold the Olympic Games on February 28th, because that only comes round once every four years as well. Alright, so it might be a bit of a pain for all the athletes from hot countries when they have to travel to Paris or Prague or somewhere and it's still freezing cold in the depths of winter. And, thinking about it, they'd have to widen all the tracks and run two or three races at the same time in order to get the usually lengthy games over in one day, but it'd be a good symbolic gesture. At least that'd mean you'd have something to talk about for the rest of the week other than athletics. And anyone who tells you they actually enjoy watching the Marathon event is lying.

Of course, we don't mean to demean the Olympiad: loads of people like it, and those lucky dogs need no longer wait four years between tournaments for their dosage of track 'n' field frolics, thank to US Gold. What have the Gold medal Put up sufficient sponsorship to finance an annual version of the games? Set up a rival weekly version in the car park

behind their Birmingham offices! Why not strongly. But they have licensed this year's games and produced a Saturn game based upon their fifteen favourite events from the famous gathering of nations.

The final product - starting in the simplicity of 1988, Olympic Games - shall emerge in July, perfect timing for the real life shindig. Like previous attempts to translate athletics to computer game, OG (obviously the Olympics are popular with Compton gangster) favours the realistically endurance-sapping button-tapping control method. Players slap the buttons of their control pad as fast as possible to up the on-screen velocity or power of their disgraced counterpart. Levels of skill and timing aren't ignored; you still need to control the breathing of your swimmer, the balance of your weightlifter and so on, but for the most part competitors with free arms like Popeye are at a distinct advantage. So don't

invite seven friends with off-pitched clandesine nocturnal hobbies round to your house if you buy the finished product, because they'll all be able to whip your knee simultaneously, thanks to the planned eight-player link-up.

Each event is displayed in 3D polygonal vision, with a variety of camera views depending upon the event in question. Supposedly this will ensure not only super-realistic animation but also a greater degree of accuracy in the conversion and application of the sports.

Well we like sports as SGSM. Watching them, anyway it's more fun to see someone else put in all the effort and check out their faces contorted with pain when it's all over (which we're sad will probably not be put in USGO OG). So you can be sure we'll

review this one soon and give you an objective opinion as to its quality. Like we normally do. So there you go.



VIEW BY APPOINTMENT

The camera angles in Olympic Games have been designed with two aims in mind - to provide the most accessible angle to play from and make the game look as exciting as possible. The best example of this is in the zoom, where the camera wheels around the centre of the track to follow the progress of the runners. Just like non-TV.



The camera pans around in this event, following the runner beautifully.



They might look like little stick men here, but the animation is very nice indeed.



Fencing - not the passing on of stolen goods, but an on-screen sport where you fight with swords. No death, sadly.



The high jump - you're in for this if you notice you're smoking.

RUNAROUND... NAAAAAA!

Of course, any true athletic fans will be wanting to know which events are headed for their Saturn. What about hurdles? Or parallel bars? Has that funny one on the mat with the ball or the string made it? Well, sadly, none of these popular disciplines is on offer. But there's plenty of running (100 and 400 m), jumping (jag, high, triple and pole vault), throwing (javelin, discus, hammer), shooting (skeet shooting, pistol shooting and archery), fighting (fencing) and looking hard (weightlifting). And 100m freestyle swimming as well, but that's for girls like that Sharon Davies.



100M

Run very fast!



400M

Run very fast without getting tired!



FENCING

Slit your opponent every time!



HAMMER

Throw a heavy thing as far as you can!



PISTOL

It's a hit like Western Gun!



SKEET

Beat clay pigeons to another spot!



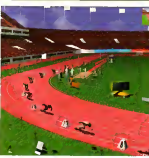
WEIGHT LIFTING

Sumo! Lift that heavy thing!



SWIMMING

Swimming



ARCHERY

Shoot arrows with great accuracy!



DISCUS

Throw a discus really far!



HIGH JUMP

Jump very high up in the air!



JAVELIN

Spur the operators by accident!



LONG JUMP

Jump as far as possible without planning!



POLE VAULT

Use the theory of levers to obtain height!



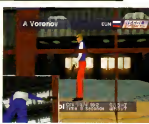
SWIMMING

Don't drown!



TRIPLE JUMP

Jump three times! Hop! Skip! Leap!



We look like a lot of a hard drink. Never underestimate an athlete with a gun, that's my advice. He'll shoot you in the eye as soon as he looks at you.

letter

Hiho, I'm BMB and I answer your letters



We've had loads and loads of letters this month, oh communications-friendly pals of ours. Many of them concerning the official release (or lack thereof) of King of Fighters '95 in the UK. It would appear lots and lots of our readers are fans of the game and want to see it on British shelves pronto (especially given that it's now 1996). Anyway, we can't be arsed going through another heap of them, so make sure you write to us about something else this month. Like what you think of the points raised in these latest missives, or what we could change (or keep the same) in the mag, or anything you like really. So bang your thoughts into an envelope and send them to **FRIENDS OF TONY THE TIGER LETTERS, SEGA SATURN MAGAZINE, FRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC3R 3AU**. You too could be popular.

IT'S NOT FAIR

DEAR PERSONS OF THE OFFICIAL SEGA SATURN MAGAZINE,

Being the VERY PROUD owner of a brain and a life, I am writing to ask all of the sad people who are PROUD to own black (or grey) boxes full of circuit boards and processors WHY? Surely you are proud of what achievements you have gained in your life, how beautiful you may be or how clever you are, how can you be proud of owning an object of such unimportance, especially when (like me) you can't even get through stage one of Sploit vs. Bug! and you have difficulty getting on the scoreboard in Sega Rally, never mind getting anywhere near the difficulty final times your readers have achieved. It is not fair when you keep getting killed by dung beetles and giant crows and giant televisions (Clockwork Knight), satanic demons and dragons (Powers Dragon) then to top it all off you get your say taken in a JUNE MOVIE (Street Fighter the Movie). I vote we take our games consoles by the back of the neck and throw them into a pit of wild (the place you go to games when you fall of the world) rapidly killing yourself so you have to start the level all over again. I mean, why could the character not have been left to fall, he may not have died, he could have landed on a sponge or something!

PS. You mention Golden Axe as being OUT NOW in the back of your mag and you have given it three stars, is it out in the UK because I can't find it anywhere. WAIT!! I've not finished - have Sega any plans to release Outlaw for the Saturn as it is my all-time favourite game.

Thanks for listening,
Master Lee Stark, Wolverhampton, W.Mid.

Let me guess - you've had a bad experience with a game recently, haven't you? But cheer up, as Outlaw is on its way, and Golden Axe is already out.

HE'S NOT CLEVER

TO SSM,

I am furious just this very minute (pique au visage) I read the teletext on news that Sega are selling their rights for Sonic to Nintendo as a life saving cash injection. It

says Sega won't be able to use Son again after Sonic Fighters in the arcade. But in issue 4 you said Sonic Fighters would be coming to the Saturn and you said a new Sonic platform game was on its way, remember we would be happy to print again. Well we are surprised alright, we thought you meant on the Saturn, not the Nintendo 64. Who's going to take Sonic's place? Bug! Don't get me wrong, Bug! is good, but Sonic is the best, why do you think Nintendo would buy him if they thought he wasn't good but in fact good is an understatement!

play this isn't true as Sega made Sonic and Sonic runs Sega, if they are so desperate for this cash boost they could at least make Sonic a multi-console character like Rayman. Please print this letter as Sega's loyal fans have a right to know the truth! Cheers SATURN MAG, your mag is great but when is the next demo disc.

Gavin, Scotland

You know, if you'd have read that a mega follow-up issue later the jobs would have been on Teletext. That's April fools for you.

THEY'RE NOT BIASED

TO SSM,

When I read an all format magazine they had a review of Magic Carpet on both Saturn and PlayStation (to read). When I got to the bit where they were comparing the two they turned way biased indeed! First of all they compared the Saturn to the Saturn but a lovely bright matrix looking sky. Whereas the PlayStation had a big horrible messy splodge of colour, they favoured the PlayStation version.

Then the really biased bit came, they took two pictures from both versions of the game (from exactly the same place in both versions) and compared them. The Saturn version has a nicely done stone spire with a slight shadow, they said that the shadow looked messy because it wasn't completely transparent (butting had used the same sort of effect that Sega used on the windows in Sega Rally).

They gave the PlayStation version picture, the stone spire looked like it was made from Lego it was so blocky, the same goes for the texture mapping, the shadow (which was also blocky) was, however, completely transparent.

After all that they still chose the PlayStation version just because the shadow was transparent. I think that is ridiculous. It's better to have good graphics and no transparency than vice versa. This is the main problem that people have with the Saturn and it's such a petty one, why do they bother!

Mathew Hensley, Southw, W.Mid.

It happens to work in the same building as the magazine you're talking about, C&G, and so he cannot be biased you're slightly out with your judgement. In the interests of fair play we got Ed Lomas, who wrote the review, to defend himself.

"It's pretty obvious that you haven't played both versions properly, because if you had, you'd see that the PlayStation version does look a bit nice. The coloured sky moves around in 3D, and is quite a bit better than the stinking 'wallpaper' sky of the Saturn version. Some of the sprites are less detailed on the PS, but the translucent



Magic carpet, criticised for its shadow work.



Game on then! You throw the first punch!

characters are generally better-looking. Anyway, they're tiny details and don't affect the game at all, so that up meaning."

So there you go—the sprites on Saturn are more detailed, and the gameplay is just as good, but the sky isn't as deep.

HE'S NOT WRONG

After reading the reports in the ADD show I'm glad to see Sega are once again dominating the arcades and pushing back the boundaries with its Model 1 based. But I feel the company is placing too much emphasis on its arcade games and not enough on the Saturn.

Most of Sega's best titles come out in the arcades first and take ages to reach the Saturn. I know that this is an important area for Sega but it doesn't mean the Saturn should be neglected. I can see several ways to address this problem.

More titles should be made for the Saturn. This way there can still be a stream of arcade games which could be improved and released on the Saturn a couple of months later.

Arcade games should be developed alongside Saturn versions which would again have the advantages of short development times and allow Sega to use its Model 1 technology. Lastly, why don't the AMAs/MAG divisions make some original Saturn games?

Thanks for your time,
Tyt, Norwich, Norfolk.

Games like Virtua Fighter X-2 are hauling Saturn-wants thanks to the magic of 32-bit and you can expect a decent stream of titles to follow after that. As the sales of the Saturn picks up you should find a shorter lag time twist around and better releases. And yes, it would be lovely if we AM producers a Saturn-only title, but they're primarily arcade developers. It's not even always them that convert their own games.

GOT THE WRONG PAGE

DEAR SAM,

We'd done on a great evening. I've decided to send this letter because I noticed in issue 6 a few mistakes.

You said to Alan who thinks they'll be rich and famous (yeah, sure you will) that Tails came from the Green Hill Zone. Well he didn't. He came from the Nantucket Zone. I know this because I used to read Sonic The Comic. But I didn't any more thank God.

When will you give us another CD? You said every three months but it's been four months since the last.

In issue 6 you showcased which is this 3D Polygon (an innocent working class for one of the best Saturn titles—SSAM) with a different name?

I borrowed my mate's VC gun. Don't you think it would be better if it was bigger? And why can't we have a black gun like I bought?

Do you need a MPEG for the Photo CD? How do we get our photos on to them anyway?

Why can't we get all the Sega systems in the UK, and is the Wonderemga made by Sega?

Thanks for printing my letters,
Eddie Thompson, Colchester, Essex.

So who would you trust, Senk the Comic, or Sonic's own best pal—mushroom? Why we were only round at Senk's borrow last weekend, and Tails didn't say anything to us about being wrong. Right, to your other points—there'll be another CD soon, when we've got a good enough package together.



Are Sega willing Virtua Fighter? Well yes a bit, but it's still an and you can't deny that the Virtua Fists are pretty cool.

From your humblest fan/clerk
Dr Harlowe, Luton, Beds.

Give it up for my man cuttin' up the style on the wheels of steel, comin' as in at golden force—Dr Harlowe! Well respect, wreck down mats, get down on that killing floor etc etc. Many of our readers shared Dr's sentiments, although not, perhaps, in such a hardcore style. If you're a fan of modern technological music, Mr Harlowe plays Technobust at the Wagon Horses in Dunstable on Thursdays, and Ploppa on Saturdays.

HE USED TO BE CALLED CHRIS

DEAR SAM,

Hello. I hate to do this, but one of your comments in issue 6's letters page is glaringly inaccurate. "Hooney for Pinny-Free CD", to be exact.

Surely, this couldn't be further from the truth. I know some frighteningly shady dealers who copy Saturn and PlayStation games, and that they're "the, for example to copy than the old old 8-bit machines' games were."

That's why I'm writing in to tell all fellow Saturn owners not to be tempted by copies. I don't trust them myself (justly) and, as I've in issue 6 says, it DOES spoil your enjoyment. Stick to originals.

There's your little speech is over, and my mind (like you, talented creature that it is) is now at ease.

Peace and be wild.

The Artist Formerly Known as Chris.

Whilst CDs are kinder to copy than carts, thanks to the expensive manufacturing process of the discs, the real threat of Saturn piracy is that pirate CD doesn't require the expensive disc-drive unit that pirate "carts" did, so even the straightest of owners could get tempted. Therefore there'll be fewer pirates, but possibly more customers. But you're quite correct in reiterating the fact that piracy does cripple markets—as happened with 16-bit computers like the Amiga. What we began to say was "Hooney for Pinny-Free readers and Other Understanding Officers".

OLD SONIC WAS BEST

DEAR SAM,

In issue 6 you were saying which Sonic is the best. The second Sonic is the new third Sonic!

I think the third Sonic is the best because he looks more real. But in the last one he just looked like a black that moved. The new game that is coming out with Sonic is called team not a hit dodgy because Amy Blue is Sonic's girlfriend and you know how it is, a fighting game, they fight each other so that could turn out a bit crap.

Anthony, Newcastle

That dances for you, Ant—now minute it's all flowers and blue, the next it's bungee. Let's hope Sonic stays a gentleman and just has a moon about it to knockies in the bushes. Anyway, we reckon Sonic looked best in the first game, where he was all sleek and shiny. If you notice he gets progressively fatter and darker blue as time goes on, much like Rex Charles.

Q&A

'If you've got a problem, if your game's got a glitch, then it's time to talk to Mark Maslowicz'. Yes indeed! It's with this merry rhyme that we welcome back the Mazza, Sega's games guru, to the vast Q&A desk where he spends hours pondering your taxing questions and doing his best to answer them in the name of truth, justice and the American rock way! If you'd like to test his seemingly unending knowledge of Saturn games then send your questions to **HEY SMART GUY! Q & A, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.**

WAKE UP SEGA!

Dear SAM,

Here's a few questions which require answering on behalf of the Saturn community

1. Where is the keyboard, hard drive, soft drive and mouse mentioned in the Saturn instruction manual?
2. Will someone at Sega wake up and release the games of yesteryear which kept so many of us in front of the TV for hours on end?
3. Will your magazine soon be doing an edition we write up on the Saturn's peripherals (photo CD etc.)?
4. Will Core design be making a Hi-Vision game based on the Gulf conflict like the hugely successful Desert Fighter on the SNES with different choices of aircraft?
5. If the photo-CD disc allows you to remove a disc while the Saturn is switched on, will there be any multi-disc games, perhaps even additional levels to Virtua Cop etc.?
6. Will the gods at AM be making a replica of the RAC rally course as they have with Mars TT because this would make an excellent Sega Rally 2?
7. Are Aki planning Daytona 2 with a higher resolution and speed like VFA?
8. Where are anything to do with Star Wars games on the Saturn? We are beginning to suffer withdrawal symptoms!

Mr D.C.R. Stamford, Linnshire



I likely to be announcements at the E3. Aftersummer, Space Harrier and Outrun are on the way. 4. No more on that. 5. Already are (2). 6. Unlikely. 7. Not exactly. 8. I'm sure there will be one before long.

ODE TO THE DEMO DISC

Dear SAM,

Please, please could you answer these questions

1. Will Sega make any basketball games similar to Virtua Striker?
2. Is it true that Virtua Striker will be out on the Saturn?
3. Are Sega going to make an adaptor so you can plug in some speakers to the Saturn?
4. When is Wipeout coming out on the Saturn?
5. Will there be another demo disc?

Martin Lin, Bournemouth, B. Sussex



What look at that! It's a bright and shiny white Saturn with buttons that look good enough to eat.



There is a Sega basketball game planned but not based on Virtua Striker. 2. No, but you've got Euro '96 which is size. 3. No plans, a holy possibly. 6. The patient my child.

TYPING HERO

Dear Sega Saturn Magazine,

Seeing as I have gone to all the trouble of typing up this letter could you please answer these questions for me

1. Seeing as I now have the excellent Sega Rally I was wondering whether Sega are planning to release a steering wheel and a pedal unit similar to the arcade machines. First, if the Arcade racer doesn't feel anything like the arcade machine steering wheel especially as the wheel doesn't jump around when you hit a car or a wall like in the arcade. Ok, this may cost a fair bit but I think that for the hardened driving fanatics this would be a good investment.
2. I have just read the issue 4 Q&A section of your mag and have a query about one of your answers. You were asked if the Saturn was as powerful as the PlayStation at 3D graphics to which you said "In its own special way of course". What special way is this then?
3. Will Saturn Magic Carpet be as good as the PC version? Will I need a mouse to play it properly? Where can I get a mouse from as I haven't seen it advertised anywhere?
4. I am a great fan of all those point and click adventures on the PC. Now know Indiana Jones Fate of Atlantis, Monkey Island 2 etc. Will any games like this be coming out on the Saturn?
5. How well is the Saturn selling in the PlayStation?
6. Oh and thanks for creating a great mag!

Jonathan Bell, Cambridgehire



In short, no. 2. The maximum potential of the Saturn is greater than the PS. 3. The mouse will be out later this year. 4. Myrt was point and click. No doubt there'll be more. 5. Saturn is ahead in Japan, PS in Europe and America. Worldwide it's about equal.

BIG QUESTIONS GOING OUT

Dear SAM,

I have got some questions which I would like to ask your weekly bad boy magazine. Here goes the starter for ten

1. Is Total NBA going to be converted to the Saturn? If so when?
2. How much will Wipeout and Euro '96 cost and

when will they be out on the Saturn?

3. My mate says there's going to be a Saturn 2. Is this true?
4. Are you bringing out any more demo discs with playable games like Wipeout and Euro '96? Well, thanks you for your time and space until next week's bad boy

Adam Gaydon (A dressed brick layed), Birmingham



No. 2. Wipeout will be £39.99 and Euro '96 £49.99. 3. No, but the Saturn has undergone a redesign. 4. The patient my child.



With any luck Adidas Power Soccer will unleash the military conversion into the Saturn.

THE KING AND I

Dear Sega Saturn Magazine,

1. I would like to say that you King of all console mags and I have bought every issue date. Could you answer my questions please?
2. Why stop bands like Chemical Brothers from releasing their music on Saturn games?
3. Do you think that Sega games are getting a bad reputation? VFA, VFA and VFA all in the space of just over a year.
4. I want to mention the new Sonic games, Sonic 3, Sonic 4, Sonic 5, Sonic 6, Sonic 7, Sonic 8, Sonic 9, Sonic 10, Sonic 11, Sonic 12, Sonic 13, Sonic 14, Sonic 15, Sonic 16, Sonic 17, Sonic 18, Sonic 19, Sonic 20, Sonic 21, Sonic 22, Sonic 23, Sonic 24, Sonic 25, Sonic 26, Sonic 27, Sonic 28, Sonic 29, Sonic 30, Sonic 31, Sonic 32, Sonic 33, Sonic 34, Sonic 35, Sonic 36, Sonic 37, Sonic 38, Sonic 39, Sonic 40, Sonic 41, Sonic 42, Sonic 43, Sonic 44, Sonic 45, Sonic 46, Sonic 47, Sonic 48, Sonic 49, Sonic 50, Sonic 51, Sonic 52, Sonic 53, Sonic 54, Sonic 55, Sonic 56, Sonic 57, Sonic 58, Sonic 59, Sonic 60, Sonic 61, Sonic 62, Sonic 63, Sonic 64, Sonic 65, Sonic 66, Sonic 67, Sonic 68, Sonic 69, Sonic 70, Sonic 71, Sonic 72, Sonic 73, Sonic 74, Sonic 75, Sonic 76, Sonic 77, Sonic 78, Sonic 79, Sonic 80, Sonic 81, Sonic 82, Sonic 83, Sonic 84, Sonic 85, Sonic 86, Sonic 87, Sonic 88, Sonic 89, Sonic 90, Sonic 91, Sonic 92, Sonic 93, Sonic 94, Sonic 95, Sonic 96, Sonic 97, Sonic 98, Sonic 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SLIGHTLY LESS SAFE THAN PLAYING
CHICKEN BLINDFOLD ON THE M1
WITH YOUR LEGS TIED TOGETHER
WHILST JUGGLING LIVE
GRENADES WITH ONE
HAND TIED BEHIND
YOUR BACK AS A
RABID PITBULL
LEAPS AT
YOU.



ULTIMATE
MORTAL KOMBAT[®] 3

AVAILABLE ON SEGA SATURN[™]



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SHOWCASE

HEART OF DARKNESS



One Man and his Dog

SEGA SATURN

When you're a kid, not everything goes to plan. Apart from the more obvious traumas such as mouldy sea monkeys, unfashionable Clarks' shoes and ritual ridicule from your older peers, there's the more pressing matter of mates. No, not those kind of mates. Friends. Or lack of them. Yep, there's only one thing you can rely on when you're a kid, and that's a dog. Blindly stupid, a mangy mutt can guarantee adoration for life. But what happens when they run away too? Who do you turn to then? Waaaaahhh! Sam Hickman needs a shoulder to cry on...

If you'd have seen a game like Heart of Darkness a few years back you'd have assumed one thing — that it was an interactive movie. You'd be groaning at the thought of something like Night Trap, Double Switch, Tom cat Alley and the like. Naturally the process all became very dull very quickly, the novelty quickly wearing off. But Heart of Darkness isn't like that. It might look too good to be true, but it follows the history of games like Flashback and Another World. Games that see you controlling the character all the way through the game and not having to suffer the perverse delights of half acting debates by —disillusioned Hollywood wannabes.

Path based Amazing studio have been working on Heart of Darkness for almost three years now, and they'd no doubt forgive you for thinking this looks a bit too good to be true. But true it would seem, and with the game set to hit the shelves by October, we could be looking at a jolly fine game indeed.



Not exactly the sort of face you want to see near your portage, that's for sure. Luckily he's not real.



I need to have a history teacher who talked about exactly like this Mike. But he never talked me in a sphincter.



One of the first action scenes the player finds like or himself involved in. You're thrown right in at the deep end with tonnes of sliding beams to escape. Nice.



This is the Amazing logo. And what an amazing logo it is. It's drawn from organic textures, whilst the subtle optical design leads the viewer into paralytic terror.



SHOWCASE

IT COST MUCH MONEY!

Yes, welcome to the new interactive movie world! And in fact, it's so new, it's been awarded "interactive action." Out with all those corny actors, dodgy set designs and static gameplay, and in with a jaw-dropping mass of beautiful graphics and fully interactive gameplay. Heart of Darkness has been three years in the making, has a \$100,000 production budget and has a star-studded production crew responsible for the ground-breaking Megadrive title Another World, plus computer games Taimen and Miracle on 34th Street. Make no mistake, these guys are serious about their interactive games. In fact, they're so serious that for almost a decade as they can themselves all the best ideas in cut-throat and breath-taking darkness.

IT'S NOT LIKE ANYTHING YOU'VE SEEN BEFORE!

So, what's so special about Heart of Darkness? Well, it's a game that's a combination of the best of everything: like, like, like. Now imagine that in a game, with the voices, the special effects—everything! Well, you're

part of the way there in imagining what Heart of Darkness is like. Of course, there's loads of gameplay to it as well, and there's a good storyline too, like most small children. Andy is afraid of the dark. In fact, he's so afraid, he sleeps with the lights on and everything. But of course, there's a point where he just has to face his fears. And that time comes when he spots his best friend, Whiskey the dog, disappear into the darkness. Naturally he waits around for a while just to see if he'll come back again. But when he doesn't, there's only one thing he can do—step into his home-made robot ship, blast into the darkness and attempt to rescue him.



Another beautiful shot from the game. I wish I had a robot like that. But so you does, but you like it, because it's so cool.



I AM THE MASTER!

And so the adventure begins. After a lot of a crash landing and a look around, it becomes clear to Andy that his dog's disappearance involves the Master of Darkness. As you would expect, the master is from a different dimension and as such doesn't take too kindly to children interfering with his plans, and so promptly attempts to make as much trouble for the young Andy as possible. However, being a resident cat, Andy is determined to rescue his missing mate although to do this he'll have to solve a number of complex puzzles, not to mention conquering an array of complicated platform levels. And it's not all, as he's in the

dark realm, he'll encounter loads of nasty badguys who would really love to completely destroy him. These master pig up throughout the game and attempt to sabotage young Andy at every possible moment. They all work for the Master of Darkness you're and any progress they make means that Andy is one step further away from his pouch and one step closer to a life in hell for all eternity.

WHERE'S THE WHISKEY?

And that's where we have to leave the poor little fella. Stick in no-man's land without a clue of what to do next. He's got a pretty hard task ahead of him, that's for sure. Why, even without the worry of finding Whiskey, he's still got to take care of himself in the midst of utter chaos. There's the master's minions to conquer, impossible landscapes to manoeuvre and of course, there's the ever-present fear that Whiskey the dog has ended up in chutney as a chicken on the Master's table.



"We were inspired by the speed and rhythm in the American adventure movies—Indiana Jones, Back To The Future, Star Wars... We don't want our images to look like hi-tech 3D computer images, but more natural backgrounds closer to a painting than a hyper-realistic rendering, and for characters, something closer to cartoons."

Eric Chah, co-founder, Amazing Studios

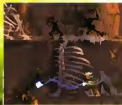


That looks just like Sam when she comes in every morning. And all the rest of the day.

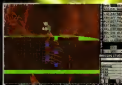


And that looks like Heart of Darkness.





FLASHBACK TIME Is the screen editor Amazing used to design how each level would look and behave. Complicated, eh?



Games this nice looking don't just grow on trees, you know. At least, not on this planet. The screenshot above shows how Amazing's feared thoughts grew from pencil sketches, through to 3D models and finally to the lovely Saturn graphics on display in the final shot. It must have taken them ages, but it's a great likeness, imagine having to do that for EVERY screen in the game.

DIDN'T THEY DO WELL?

Wondering where Amazing Studio came from exactly? Fearing that, so we've made us decided to probe into their past a bit and this is what we came up with:

1992: Delphine Studios released *Another World* on the Megadrive to a flurry of excited gamers who were absolutely amazed at the quality of the graphics. The game was also very highly acclaimed and won many 90%+ marks in many games magazines.

1992: *Another World* Creator Eric Chahi finished at Delphine and began pondering a new project. Work commenced immediately on an exciting new PC title, *Heart of Darkness*.

1992: The semi-follow up to *Another World*, *Flashback* is released on the Megadrive, and once again, the entire world goes crazy for the ground breaking graphics and involving gameplay.

1992: *Flashback* megadrive programmer Frederic Sawar completed work at Delphine and joins up with Chahi to form Amazing Studio. Others responsible for the creation of *Flashback* soon join them.

1995: Amazing begin to show off their three-year-in-the-making product. As predicted, everyone starts drooling like babies.

1996: Sega sign the title up for a Saturn release and sign a deal which allows them to release a Saturn version before the title will be out on the PC. Anyone interested in Sega starts jumping for glee and looks a bit mad.



NOT FADE AWAY

As with *Flashback*, what's impressive about *Heart of Darkness* is the blend between the interactive and the cinematic, giving the player a strange binary feeling between the boundaries of film and gameplay. For instance, you'll be climbing a wall and just about to make it to the top when all of the sudden, the screen will begin to move and morph into a cinematic routine. However, through most of this changing process you'll get the feeling that you're actually still controlling the jockey, right up until the very last moment before the FMV takes over. This helps to give the adventure more continuity and prevents all those horrible loading intervals that have become all too common in interactive-type adventures.



But you get escapes saved by looking on this screenshot. Or from, as we call them.



And this is the actual from which he wishes to escape. Looks grim.



Ack, and here he is with his faithful sword. How sweet.



FAMOUS PEOPLE LIKE IT TOO!

When the movie world started hearing rumours of a new design studio that was creating incredible visual material, they all started clamouring over themselves to find out exactly what was going on. When amazing word got to the Ey they found themselves approached by none other than Steven Spielberg, the man behind classic kid films such as ET and Jurassic Park. He was absolutely astounded by the sheer quality of Amazing's work and even hung around for a while to see exactly how the guys put their work together. Likewise, Star Wars guru George Lucas. Of course, all this Hollywood-style visitation led to a few rumours that Amazing are actually working on a project for Spielberg himself, although nothing's been confirmed yet. Could the project be a feature-length Heart of Darkness adaptation? A series of cartoons? Some top-quality visuals for an exciting new project? Amazing are keeping incredibly quiet about the whole business, but they have promised to let us know exactly what's going on as soon as they can confirm anything.



SHOOT TO KILL

Although young Andy has entered the realm of darkness, not everything is scary and frightening. In fact, the dark side is quite light and cheery most of the time. As you can no doubt tell for yourself from the rather bright graphics displayed across these pages. Actually, quite a lot of the game is played out in an environment not unlike Earth, but with loads of scuttling creatures tripping up your ankles. There's swamp sections where you'll have to dodge huge mud-eating flowers, underwater swimming, climbing sections involving crabs, climbing and swimming sections too, as well as a contractin' level which bears a startling resemblance to someone's squishing gets!



As you can see, these graphics are absolutely BOMB-TO-GODDAMN.



After 100% you find out what underwater. However, bad things happen to him.



The situation in these darker levels is superb. They're actually very creepy indeed.

SHOWCASE



"Our goal in creating Heart of Darkness was to take gaming to a new level of sophistication."

Eric Chahi, co-founder, Amnesia Studios



It looks like not hard to understand the little guy through the lens of some serious one-on-one here. But he might not be. It might just be a really interesting lesson. So great it is still a master's class, though.

TRULY INTERACTIVE ACTION? OR SPACE ACE NO-HOPER?

Is Heart of Darkness simply a jazzed up version of Space Ace with little more to offer in terms of interactive gameplay? Well, Amnesia's answer to that would be "get out, you damned fool! Of course it isn't!" On a first look, it may seem as though there's more "flaw" bits than there is gameplay but that's simply because the two are practically indissoluble. Yes, you won't find a section of gameplay that doesn't merge with the dramatic, and thankfully it's not put together in a Digital Picture style - though the theory of making it all a little more like a movie is a good one. And no potshots have storyline to follow either. What you get in Heart of Darkness is quality. Which is probably why it's taken them about three years to get the game together. Either that or they were just sitting around watching Neighbours all day.

BREAK AWAY

Although the roots of *Amazing* have taken in place since 1991, the team have worked on the same projects way before that. You see, *Amazing* Studios were actually former employees of the highly acclaimed Delphine Studios. And if you're thinking that some rings a bell, there you'd be completely right of course.

Delphine were responsible for some of the most innovative titles going on the 16-bit machines, including *Another World* and *Flintlock*. However, *Amazing* founder Eric Chahi decided he wanted to go it alone and some of the guys he worked with joined him to set up his own company. Since then, the team have BEEN working on *Heart of Darkness* non-stop and although three years has passed, they're still being very secretive about the actual game. What's obvious though is the influence of that classic 16-bit title *Another World*. The

gameplay, although much improved over the original in terms of animation and graphics, it plays in a very similar way to AW, with the player manoeuvring a variety of different-wielding lucky puzzles and battling against uncontrollable forces. In fact the story is kind of similar too, with the young Andy battling against the powers of evil (and himself) and his dog out of a parallel dimension and back to Earth.

(00100) Another beautiful scene from the game. There's loads of them, and they're aw...

Disturb like to using through time. It's a class-of-passion thing.



Other players are sometimes forced to heart of darkness. Well, not quite. In fact, they're... There just are some.



This deep looks incredible, but this bit has a lot of tricks up his short sleeve.



He can hold his breath for extremely long periods of time, too.

"We're doing something we'd like to play and see on our computers. Also, we're trying to merge video games with the movie style"

Eric Chahi, co-founder, *Amazing* Studios

THE FULL MONTY

The sound effects in *Heart of Darkness* aren't like the sounds heard on other games. Nope, a recording studio with the best in technological equipment wasn't good enough for *Amazing*.

They decided to draft in an entire orchestra to record their sounds and score, plus they enlisted the help of film musician Bruce Brautigam (who worked on other and muted adventures such as *Rescuers Down Under*) to create the soundtrack. The result is unbelievable - crystal clear sound effects and sweeping scores that would be more at home in the movies than in a game.

This in turn adds an incredible amount of atmosphere to the game adding to it a more "epic" feeling. The sound team are also extremely experienced at bringing film music to life and between them have worked on blockbusters such as *Leviathan*, *Big Blue* and *White*. So, they know what they're talking about.



...i don't mind if
my boyfriend

plays
with
himself...

later

Panzer Dragoon Zwei...
a panoramic world of wander...
an every level all hell breaks loose
...a game with balls...

 SEGA SATURN



SHOWCASE

DESTRUCTION DERBY

The first big news was that **WipeOut** was coming to the Saturn. Now **Psygnosis** have put their other hit driving game, **Destruction Derby**, under the knife. Here – at last! – is our look at this classic title.

Hill The name's Felix Kiwi. I'm a stuntman. Or rather, I'm the stuntman. You know, sometimes a guy will ask me why I do such crazy stunts. I laugh, sit them down and tell them this: a 7th Century Indian guru called Shadrh speaks of the wisdom of the infinite that lurks behind the veil of physical death. By drawing myself constantly to that veil and finding glimpses of the infinite through it, the light of life glows all the more fervently and the manifold destinies of the spirit are imbued with the infiniteness of the gods. After using my gift of gnostic enlightenment to explain how true sensitivity and peace lie at the root of my crazy high adrenaline stunts, my listener looks slightly lost. Unfortunately, he doesn't know 'the way'. He asks me another question. 'So that's how you'd explain jumping a canyon on a burning skateboard with two kilos of Semtex explosives strapped to your head?', he asks. I smile. 'Life is but the firefly that renders the intensity of the expansive darkness', I say chuckling. 'In an instant it can be extinguished. Its fragility is the essence of its power. 100% pure adrenaline buddy', and I put him on the shoulder. Again he stares at me quizzically. 'So it's not because you've got a weedon's wedding tackle then?' he asks. At that, I turn to him contemplatively, draw a philosophical silence, and then sneeze the secrets of my existence away with my discharge. >>



01/12



maximum *CARNAGE*



Do I do starts with can you say? You sure, so long as it's damn dangerous. More dangerous the better you know, drives you to the threshold man Destruction Derby? Sounds like ice man. What do I have to do? Play a computer game? Where's the danger in that? No, forget it. Anyway, I hear Mount Eliza's about ready to blow. I'm off to surf some lava man. And here we leave Felix walking off into the sunset, the whooping cries of 'to the max!' and 'extreme buzzards man!' echoing as he goes...

But before turning the pages and peering the screen shots, you might like to breathe a huge sigh of relief at the fact that it's finally here. We expected to see it as far back as March but programming being the highly complicated business it is, Destruction Derby has suffered from a whole host of delays. The arrival of Wipeout was proof that Psygnosis could pull off a decent conversion of a PlayStation title, and it succeeded in whetting peoples appetites for their other big driving hit. Destruction Derby is being converted by a different team from the one that worked on Wipeout, but it is shaping into an equally fine game. Unfortunately there's still some work to be done on it so you're not likely to see the game in the shops until July or August. But, being the benign figures we are, we don't want to see you suffering anymore so comfort yourself with our extensive coverage.



A BOWL OF FRUIT CAKES

This is where the fun really starts. Should you choose to enter The Bowl your objectives are simple: firstly stay in and try to cause as much damage as possible to the other cars, and secondly, try to avoid accumulating too much damage yourself. You'll earn points by causing cars to spin out, 'ble' and so on. When a car has finally been written off it'll sit spinning black smoke. Obviously those who survive the longest stand the best chance of gathering up points. Should you gather enough points in a season you'll get promoted to a higher one where the drivers are more psychotic and ruthless. The Bowl can be played another way though. Rather than all-against-all, you can play it as all-against you. In this mode the objective is simply to survive for as long as possible. Suicide it may seem but this mode is good for honing your skills.



Here's a huge job up in the Bowl. The programmers have still to do the tedious mapping for the driving surfaces.



Each driver has a number and a group name like Graveler or Bird Man. If you want to check them out properly, go to the option that lets you scroll around the track park. You'll find their car there in its dishevelled condition.



There are twenty cars in Destruction Derby and they all take to the dirt of the same idea. That makes things pretty crowded I can tell you, and it naturally means there's plenty of pushing and shoving going on.



This is the Dig head course which is the only race that takes place at night. So, don't let that stop you driving like a maniac. Just make sure you get your headlights on.



The first, second and third placed cars are all awarded to stop you getting confused with all that crashed metal and smoke, and they let you see what your targets are. Be on my child, men until your dreams come true!





When you think about it, destruction derby is a bit like driving in London. Except, of course there are no baby arms keeping out of windows, or weaving, or aggressive sign language.



THE FANTASTIC FOUR VIEWS

Different viewing angles in race games are nothing particularly new these days, but that doesn't stop them from looking dead smart. In Destruction Derby you zoom in and out for four different viewing angles. The first is the in-car view and it is this one that tends to look the most exciting. The drawback is of course, that it's also the most confusing. The second view is from just behind, almost as if you were sitting on the car boot. The third view drives out further to give you a better view of the road ahead and the drivers about you, and the fourth, most distant view allows you to see what's going on well ahead of you so you can plan evasive manoeuvres if there's a crash up ahead.



FIVE COURSE WHEELS

If you were going to criticise action in the Game of anything, it would probably be a lack of the traditional racing element usually associated with motor sport. Well, perhaps, have no fear because there is also the opportunity to race in Destruction Derby with a choice of five tracks, going from the incredibly simple to the far more dangerous crossover tracks where there are wheel-spinning collisions aplenty. Each race involves ten circuits of the track and there are twenty racers in all. Here's a look at each of them:

SPEEDWAY: This is the first of the tracks and the most simple with cars moving round an oval in an anti-clockwise direction which means there's lots of left-handers over the ten laps. The talent is in picking up enough pace down the straights and then timing the turn perfectly to avoid heavy scraping on the barriers.



CROSSOVER: Set out in a figure of eight, here's where the fun really begins. As the field begins to stretch out the crossover becomes treacherous. A stroke of bad luck and you could find yourself crawling into your side. Also, beware going down the course the wrong way after a confusing spin at the crossover!



OCEAN DRIVE: With its elegant palm trees and sumptuous greenery, Ocean Drive doesn't look like the kind of place to conduct mass automotive mayhem. Still, conduct it it does on a course that is quite complicated with lots of bends.



CACTUS CREEK: With a fine desert sunset, Cactus Creek gives off a mellow vibe. Not so the circuit with its long straights and numerous crossovers. Of all the courses, this is the one where you're likely to get the most side on collisions, and its number of bends make it the most demanding on your driving skills.



CITY HEAT: This race takes place at night on a square circuit with lots of dark satanic looking buildings dotted around its edges. Racers travel in a clockwise direction which means there are lots of sharp right-handers to deal with. Expect some great pile-ups when the track narrows down to the width of one car and plenty of ramming issues.





CALL PHIL MITCHELL

A display in the bottom right of the screen shows where your car is taking damage. There are a total of ten different damage points in all and as more of them go from green to red the performance of the car begins to deteriorate. The damage points near the wheels are perhaps the most delicate, affecting as they do your steering. If you're unfortunate enough to wreck your car then the race is over whether you've got any laps left to race or not. If you want to avoid damage then the best policy is, rather obviously, to stay at the front.



If you want to get an opponent to do a 360° turn and earn yourself some points, the best way is to wait until they're about to turn on a bend and ram them at the rear. That way they'll go spinning and you can overtake, laughing derisively as you go.



Just look at the state of that car! Gendini driving! Always remember it's mirror-image mathematics. The way you drive like the wind!



There are some absolutely amazing jigs up in *Destructive Derby*, the best place for this kind of strategy is The Dome. Here you'll learn how to really make the most of your aggressive driving instincts and drive, by playing in the air against your rivals, you can also work on some evasion techniques. This all comes in handy when you enter the 'Whizzer' Race mode and have to deal with some narrow lanes when everyone's after your hide!



COMPARE AND CONTRAST

The copy of Destruction Derby that we had a chance to see is not finished yet. There's still quite a lot of texture mapping to be done on things like the driving surface in The Dome and the ground surface around the track and sky. The way the game plays though is more or less complete and it's looking pretty damn good. Obviously there are a few discrepancies; the smoke effect isn't as impressive and some of the glossiness of the PlayStation version has been lost (Wipeout was just the same). But this is excellent fun to play and, judged as a game in its own right, Destruction Derby looks like a good old-fashioned smash 'em up fun!



TO THE PREMIERSHIP

If the fun of smashing into other cars isn't enough to keep you excited, there's always the league. This applies to both The Dome and Wreckin' Racing. Players start off in the lowest division (there are four in all) and there are five racers in each division. After a season all the points are totted up and if you come out on top you can promote on. There's also an option that enables you to check out the capabilities of your opponents as you go wandering around the track park and it also means you get to see the kind of damage their car has suffered.



COUNTER POINTS

If you'd like to mix up elements from playing in The Dome and those on the race track, why not try the 'wreckin' race' mode that enables you to collect points as well. This way, even if you're not winning, you can still improve your situation by hassling the tail-enders you happen to be smashed with. Some of the tracks are better than others for picking up points. The Speedway track isn't so good because it's difficult to get those you're racing alongside to flip round. But the chance for j66's vastly increases when you're on a track with lanes that cross over. Hit the front or tail end of a car coming across your path and watch them go splining!

The CHARGE of the Flight Brigade

Panzer Dragoon Zwei. It's a lovely game isn't it. Looks great, plays great and is great. But what if you're a bit of a duffer at it? Read on gamersers...

So you're having a good time playing Panzer Dragoon Zwei? But you still can't figure out that Pandora's box. Or you're still a bit confused about what route points are, or how to get your dragon to evolve as quickly as possible. Well, hah no more dragonsets because we at Sega Saturn Magazine are prepared to go to extraordinary lengths to keep you happy. At about 0200 hours last night we infiltrated Sega HQ, cunningly disguised in Sonic the Hedgehog Balaclavas, and smuggled out some documents marked Top Top Secret. Only now can we reveal our findings. Just don't tell anyone ok or we'll cry and end up spending to the cops.

GET TO THE POINTS

There are three kinds of points on offer: clear points, route points and technical points. Every time you finish an Episode, two 'Clear points' will be awarded.

Route points though are more complicated. Episodes 2, 3 and 4 all have a choice of routes. If you choose the tougher of them you will receive route points. In Episode's 2 and 3 it's the left fork that earns you the point. However, Episode 4 features a choice of three routes. If you want to get the two points then as the first fork approaches keep flying high. This will lead you down route 3 which earns you a maximum two points. If you decide to stay along route 1, another fork arrives a bit later giving you the option to take route 2 which earns you a single route point. If you fail to take this route then you come away with nothing at all.

Technical points are awarded depending on your shoot down ratio. If it's more than 90% you earn two points, between 80 and 90% it's one point, and anything below that scores you absolutely zilch.



Episode 2 only features one opportunity to choose your route, the easy way sees flying giant catapillars attack, but the hard way involves some tough and-lone type stuff.



Ok, now remember people, as you approach the first route choice, stay high if you want to head down route 2. If you're a bit of a waffer who can't handle the toughness then you'll want to wait until later and maybe try route 1...



...and here's your choice! This time it's a matter of going left or right rather than high or low. Choose route 2 for the point, take route 1 if you're rather than a wuffed marshmallow.



Take the left fork in Episode 2 and you take to the air in better. Chase the right fork and it's a really cool boss option.

LOOK DARWIN! MY DRAGON'S EVOLVING!

Put quite simply, your dragon evolves according to the amount of points you've earned. Depending on how many clear, route and technical points you've picked up, your dragon will move on to the next generation. Here's a list of five of the generations and the points needed to reach them:

1st generation	(Hatchling)	0-1 pts.
2nd generation	(Glideing)	2-5 pts.
3rd generation	(Windrider)	6-12 pts.
4th generation	(Armonite)	13-17 pts.
5th generation	(Brigadewing)	18-22 pts.

It is possible to get a dragon beyond 5th generation. If you choose all the hard routes through the game the awesome Skydart makes itself available, although we've yet to discover any more dragons beyond this. Our instincts tell us though that there are three or four more dragons waiting quite literally in the wings.



PANDORA'S BOX

There are six layers in all to Pandora's box. Each layer is opened when a player satisfies certain conditions. If you have played the game for more than two and a half hours then Pandora's box will be revealed and after that the options it provides grow more numerous depending on how many hours you've played the game or how many times you've cleared it. Among the options are a level select with a pretty self-explanatory really, although it includes 'Zerospac', a shooting range designed to test the speed and accuracy of your reflexes. There's also a weapons option which lets you select a three way shot, a five way shot and multi-laser, a heavy harrier laser, odd globular type 'granulation' balls and a tornado beserker.



AND HERE'S SOME MORE

If you want to keep a tag on how well you're doing as you progress through the game, then the ADCC display (Automatic Dragon and Enemies Control system) is what you want. If you set the instrument mode to full and press the B button on the two-player pad in a game, then a value system will be displayed which tells you what value rating you currently stand at, 0 being crap and 5 being expert.

If for some reason you want to see your radar in pseudo-3D then press the A button of the two-player joy pad as you're playing and it will automatically change to this snazzy perspective.

SATURN NIGHTS FEVER

More exclusive pics of the **Saturn game of the decade** (so far)!
Plus read a **lovely interview** with the perpetrators of this **imminent classic**!

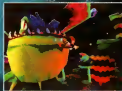
Last month we surprised you all by unveiling **NIGHTS** - Sega's soon-to-be-massive new hero, and the first thing from Sonic Team since... Sonic. Go on, admit it, we did surprise you. There's no shame in it, you know. Doubtless we surprised all our competitors with our rather extensive coverage too, but we won't get into that sort of nonsense. Instead, we'd like to give you even more pics of this stupendous-looking title and some updated info on its development.

Work has been progressing at an almost alarming rate over in Japan. It seems Sonic Team wanted to crack as much of the game as possible before unleashing knowledge of its existence upon the world. The main game code is coming along nicely, which means all the play mechanics should be finished by the time you read this. There's still a lot to be done on certain sub-sections of the game (which we'll hopefully be able to show you next month) and not all of the levels are in place yet, but the control system and processing is all pretty much together.

NIGHTS

into dreams...

This beautiful render is from the pre-release NIGHTS introduction sequence, although this may be subject to change before the game is released.



(MUSIC) A demonstration of the dreamlike camera action. The viewpoint follows NIGHTS around the level as he flies in through the window - but not necessarily in a straight line.



A NIGHT AT THE OPIAN

The most noticeable new feature in the updated version of NIGHTS is the appearance of the other inhabitants of Nightopia. Cuddly little winged Nightpians and various surreally horrible Nightmareans have made it into the main game, which was previously devoid of hazards. The Nightpians share an obvious similarity with the Coneheads used to advertise the Saturn in Japan, with their pointy bances, which even have a ring running around them (like the planet Saturn if you don't get the connection). The Nightmareans are a motley bunch based on serpents, wolves and other common nightmare themes. More of both races are yet to find their way into the game.



Clarie demonstrates her all-new climbing capabilities. She shows her walking speed on hills changes, until finally having to use her hands. Luckily though this effort is, it's dead easy when you're in an escape fix and your character gradually gets slower and slower. Moooo! But what good dreams are made of.



Check out Clarie ascending this rocky outcrop - note the responsiveness of the gravity hill to her immediate left.

FULL 360° ENVIRONMENT

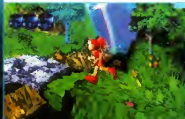


STEADY DIET OF VIEWS

Team Sonic have also spent some time renovating the use of the "camera" in NIGHTS. Previously, whilst the view panned around to follow NIGHTS himself smoothly, the perspective and distance of the viewpoint remained the same. Now the camera swoops around as if attached to NIGHTS' ankle by a long thread, occasionally panning out or zooming in to close-up, or displaying the action from a totally different angle from the norm. This is especially evident in the Boss Arenas.

RUNNING UP THAT HILL

If you thought the graphics in last month's preview were tasty, you'll be amazed by the visuals of this version. A lot of extra detail has already been added to both the play environments and the animation of the characters. The texture-mapping looks ultra-defined - you've never seen such realistic grass in your life. Unless you're a farmer. Plus the gravity and momentum effects are in place. Now, instead of springing up hills the main characters slow down until they eventually drop to their hands and knees and start crawling! The whole thing looks and feels far more solid.



A spooky tower stands in the distance.





The path of this light trail gives some indication of the freedom of movement in NIGHTS. For more complete simulations are possible with a lot of practice, mimicking NIGHTS is one of those games which I take pride in master.



THIS IS THE SONIC TEAM

The usually tight-lipped Team Sonic are on the campaign trail right now, as NIGHTS has already generated an awful lot of interest from gamers worldwide. They're very happy with the way the game is progressing and full of beans about their recent achievements, as they should be. The three big names behind the project are Naoki Yagi, the producer of the Sonic series and now both producer and lead programmer of NIGHTS, Inaka Takashi, graphic artist for Sonic & Knuckles and main planner for NIGHTS and Chikashi Naito, creator/director of Sonic & director of NIGHTS. Here's what they told recently to a top Japanese mag.

Q: You've worked a lot of nights - how come you chose not to use this, and instead create an all new game?

DM: We have a lot of surplus character designs. Out of that surplus, Sonic was the first to be selected and next to arrive was NIGHTS. It's not that we didn't want to use Sonic. It's just that we wanted to introduce a new character.

Q: When did the development for NIGHTS begin?

NY: After we finished Sonic and Knuckles on MegaDrive, we all felt like, "Sonic's the next step." We wanted to make a game while we had a more relaxing attitude to our work. This was our first attempt at a Saturn game and we had to start studying. While we were studying about the Saturn, we thought that we have to know the machine better so the work becomes very serious.

Q: When did the development for NIGHTS begin?

NY: After I finished work on Sonic, I went to the US to start work on the second Sonic. I then headed back to Japan so that I could work with Mr. Chikashi and while I was waiting for the plane to take off, I thought, "Let's make a game where we can fly." So I guess that's where it all started.

DM: After all, nobody can beat Sonic at running so the only way was to fly. We had a lot of different ideas about how to portray the whole idea of flying. One idea was that a little bird who couldn't fly grows into a big bird and then has the freedom of being able to fly. But we decided against the whole animal related idea as it would be a direct comparison to Sonic. So we decided a more human like character was a better idea. So loads of different sketches of human like characters were created.

Q: It took three days to find a character, which one character was it?

NY: Yes it was. The whole decision making process went through 2 to 3 phases. At first, we thought we would base the game around an Indiana Jones-esque main character. Next we

thought of a military themed character but in the end, we decided on the dream theme.

Q: How did you arrive at the dream concept?

NY: Everybody has dreams. But where is the world that our dreams takes place? Who are the people that appear in the dreams? Thinking along these lines, we created the dream world. Within the dream world, there are the Nightgliders and these give us the good dreams while the Nightmarers give us nightmares. That's the kind of world that we wanted to make.

Q: It must have been such a painstaking task to create such a world.

DM: Yes it was. To create the dream world, we studied a lot, especially books on psychology. We studied books by Frederick Hertz and Jung and compared them. There were very good examples in them.

NY: All the characters found in the game are all within the main character's sub-consciousness.

Q: The character movement in the game was difficult to produce.

NY: Not really. After all, this is a polygon that's in 3D. All that stuff just came naturally.

DM: When a game is in 3D everybody thinks the character is made of polygons. But we wanted to make a game that didn't feel like a doll being controlled but to give life to a world stuck inside the television.

Q: It was difficult to make the people in the game to look like how many polygons and what the frame rate is and so on.

NY: That's exactly what we want. When you see CG in films people think "Wow, this is amazing!" For example, in Forest Gump, the man without legs is in fact an able-bodied man who has been filmed, and then CG graphics were used to take away his legs afterwards. That was amazing and that's what we want people to think about NIGHTS. We want to convince people that they are inside another world and that everything within that world is realistic. If people could feel empathetic to the main characters, that would be great.

Q: Finally, it isn't too late to say that you would like to pass on to the next?

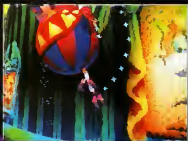
DM: For children that have trouble getting to sleep, if people say to them that if they sleep now they'll be able to meet NIGHTS, that would be great. [Ah, what a concept—SAM]

NY: When you have a dream, you forget all about it after you wake up. But if you have NIGHTS, you can realize a real dream forever. There is NIGHTS in everybody and that if you show courage, you can fly the NIGHTS.

IT: Please wait till summer when you can realize the dream that is NIGHTS.

SONIC TEAM





No wonder this kid gets bullied at school. He's got blue hair. You get bullied at my school for wearing braces, never mind having blue hair.



This is one of the most original bosses you'll ever face. You can't attack her, so you have to throw her through an obstacle course!



The lovely Clara is gone. Excuse me, if you will, this screen shot which displays just how strategically detailed NIGHTS is.



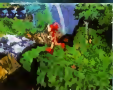
Ad! Look at that lovely rainbow in the background! Isn't it nice? And gorgeously translucent, too. How pretty.



AMINO ACIDS prepares to tackle obstacles for many points. **(RIGHT)** A high-jumper is all his extreme glory.



Blame it looks like something from The Sound of Music. It's so perfect. Without the Fox Drops.



WIN!

INCREDIBLE STAR-STRUCK PRIZE!

You can't say that we at SSM don't offer the best prizes in the world. Well, you can, and you're entitled to your opinion. And winning the lottery might be a bit better. But not even millions of pounds of little cash couldn't buy you this prize (probably). What is it? It's a copy of *Sonic 1* which won't, admittedly, even run on your Saturn. What's so special about it is that it's signed by Mr Naka himself, top Sega of Japan personality and the man responsible for the little blue chap finding his way into everyone's homes in the first place. His lively and mischievous autograph graces the cover for you and all your doubtless impressed mates to see. And how can you win this formidable booty? Simple. We want you to answer the following simple question.

SONIC COMES FROM THE PLANET MOBIUS. WHAT MATHEMATICAL SYMBOL STEMS FROM THE SCIENTIST MOBIUS' THEORY OF INFINITY?

There you go. It's not as hard as it sounds. Just pop your answer on the back of a postcard/envelope and send it in to:
LOOPY SONIC COMP, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 RUSKINGDON LANE, LONDON, EC2R 3AL Entries to arrive no later than June 10th. Good luck, maths hounds.



Another lovely reader from the future. Our boy checks outside his window for the magic of NIGHTS. So they say.



you know the Score

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ALL THE PLAYERS

ALL THE STADIUMS

ALL THE DRAMA



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Editable tactics

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SEGA

bringing the game to you



Playing video games bad, as we all know, a bit of reputation for being a lonely pants. No matter how many times you warn on to people about Link-ups, multi-pats and tournament play there will always be that element of society all too willing to scoff in your face and make light of your social abilities. Well our boss says there's no such thing as problems, only opportunities. This got us thinking – there must be some way to make games seem cool and sexy without spending billions of pounds on marketing. Well, we've blown if we can think of what it is. Which it is why we're not highly paid Sega publicity personnel. But we do happen to know that there are ways and means of turning your hobby to your advantage insofar as your image is concerned. For starters, you'll look like you're loaded if you can afford a Saturn anyway. Try throwing it out of the window in front of your mates to demonstrate how little cash means to you (but remember to attach it to a length of bungee cord first so it doesn't smash on the ground and you can reclaim it later). Or you can read on and discover how we, the Intrepid SSAN team, utilise our games library to impress our friends and intimidate our enemies.

LOOKING HARD

Disadvantages: Rally drivers have a tough image.
Drawbacks: Rally drivers are boring guys who drive insects.

more games can be educational. Usually if you've got a multimed PC granted, but they can't just because you've got a Setam doesn't mean you're a thug who messes out on all the learning fun, oh no - there's a wealth of mind-expanding puzzle games in the Setam library. Most of them, however, have to do with lining up shapes of the correct colour, which is a not a good way to make anyone think you're smart unless you're a performing dog (in which case people will be amazed that you can see in colour). You're better off picking an RPG like Shining Wisdom, because they contain puzzles but no-one else can understand them. Every time someone says "Why did that door open when you gave that stick to that cat?" tell them to be quiet and that they're disturbing your lateral thinking. WARNING: Don't let anyone catch you 'phoning the Sega Tech Hotline where you are if it's



THE BIG CHAT-UP

Aah, what better way to spark life's young dream than by pretending your chosen struggle-bunny? With Daytona, it matters not whether you can sing at all, because there's a nice Japanese man doing the work for you on the sound track. OK, so "Daytoooooonaaaaa - let's go and race!" might not be the most relevant of odes, but his references to "flying sky high" are surely worthy of Chris DeBarge. Not that that's saying much. Plus you get all the thrills of a sonic drive to Margate without having to take lessons or pass your test or anything. Or buy a car.

Advantages: You can sing.

Disadvantages: You can't sing.



Impress roller-skating elites with your supreme gaming prowess!



FOXING YOUR FOLKS

Youngsters! Mom and dad coming down heavy on you for spending too much time playing games and not enough doing homework? Well so they should, because otherwise you'll end up as a games porno burn like us and never get a proper job in a factory. Still, if you're not fussed about your education and need a sneaky way to get round your parents, make sure you've got a decent body disc. Plug this in and challenge your dad to a game. Let him win a couple of times to soften him up until he gets into it and bingo! Now every time even starts nagging, get dad to play Turok, golf or whatever - soon the resulting row will stray to who is it that always does the washing up or some thing, eventually to... play in peace.

Advantages: Dad might want to buy more games.

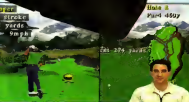
Disadvantages: Dad might spend more time on the Saturn than you. May get you thrown out of the house.

PROJECTING A COOL FACADE

Thanks for certain indie bands and a general loss of faculties all round, it's now quite trendy to look like your dad. Unless, of course, you dad wears a leather jacket and sunglasses. In which case he's probably too tired. Anyway if you'd like to join the hip crowd but would rather spend your money on games than grey trousers, why not combine the two and get a golf game? And which better golf game to get (availability notwithstanding) than Valero Valley Colt, which is not only set in Hill (which is always cool), but also features the choicest shots of Telly actors in Christendom. Oh how your smart new friends will laugh at the hilarious kitchiness of it all. Don't let your dad hear them though, because he'll think they're laughing at his wardrobe.

Advantages: You will look ironic and cool.

Disadvantages: You will look stupid in two weeks time.



GUARDIAN HEROES UPDATE



At last! A full UK version of this eagerly-awaited slice of the awesomeness cake has arrived in our paws! Check out the new deal, gamestrels...

While we at SEGA SATURN MAGAZINE pride ourselves on the wealth of Guardian Heroes coverage we've supplied you – our fabulous readers – with, it has to be said that there are certain elements of the game which remained alien to even our own bad selves. Not because we're crap at our jobs or anything, you understand, but because until this very week a UK version of the game was unavailable. In fact, until this very week a UK version didn't exist, except in our dozing anticipatory imaginings. But now there it is, and we've got it, and we've found some more excellent stuff you might like to hear about. So without further ado, here's where you can read about it all. Actually, there is some further ado. This issue, as stated on the cover, we hoped to bring you an interview with Tezuka, the master behind the masterpiece. Sadly, due to unforeseen circumstances involving mutual approval, language barriers and extensive Japanese public holidays, we're unable to deliver. However, the interview has been conducted and with good fortune we should have it in the next issue for sure. Sorry about that, but what can you do in these harsh situations, eh? Now sit back, relax and enjoy our final Guardian Heroes Update ever.



The somewhat all-around this defensive option are packed with multibeam rapid



ENERGY-SAPPING ONE HOUR VS BATTLES!!!

Along with the team-player option, VS mode has more enhancements of which we were previously unaware. The Unlimited Time Battle is the default option for VS mode, where combatants scrap until the last standing fighter. However, there's also a Minute Battle, whereby players select a length of time between 1-99 minutes and fight for this duration. All characters are revived once they've been defeated, and then ranked at the end of the time limit on total damage points. And thanks to the new player registration option, you and all your friends can store your names and performance records forever, picking out your own score from the arena of possible combined players before kicking





It's a raging combat fests! Wind him up with the Berserk order and watch him let rip with an incredible explosion!



INCREDIBLE TEAM BATTLE MODE!!!

All set most people will be aware of the six player VS battle mode, it's that which pitches any of the forty-five different On characters against one another. Well what you didn't know, and neither did we, is there's nothing abnormal about it, it's that it's a capacity to line up any of the characters in teams. Even if you can't beat your team-mates and end up less than a mode "On" win, the fact to be on my team - it's a cap at "On" it's also a good opportunity to show off if you're really good, because you can be a one or two man team and take on five or four opponents.



Long up in an epic battle without really having time!



Wow, of course, they're a real hero, in which case you shouldn't challenge them.



Oh, it, even though doesn't look too happy about our kindness in the picture down, it's cool.



Think of the pressing power required to shift this to around without slowing down! Why, even your brain can't handle it.

VAGUELY LEGIBLE STORY MODE!!!

Guardian Heroes is knee-deep in plot, which is unusual for an action game, and also frustrating if the game keeps stopping for a plot update in a language you can't read. Luckily Sega have seen fit to translate all the text from its native Japanese to a more US-friendly English, meaning we can finally understand what's going on. Or not, as the case may be, because mystery and intrigue abound. Basically, the evil wizard Kanon is plotting to set up an evil wizard-ruled state using the current royal family as a puppet government, thus allowing them access to the armies and booty of the monarchy. The sham royals are in complete accordance with this scheme, although none of the citizens know this. The first the Guardian Heroes get to hear about it is when a defuncting Royal Guard, Sereno, gets into a spot of bother just after they've found the Great Sword they were looking for. More intricate details are revealed along with co-conspirators and real evil power hungry factions as the game progresses. We'll tell you more, but we don't want to spoil it for you.



LEARN FROM BITTER EXPERIENCE!!!

The other great thing about being able to understand the text is that we've now got a proper handle on the experience system. As we've mentioned before, each time you beat an opponent you've awarded experience points, and once you amass enough of these you go up a level (successive levels require more and more experience points). At the end of each stage in the game, you're given the opportunity - nay, command - to turn these levels into extra ratings on a number of statistics. And now we know what they are. They are strength (determines power of attacks), vitality (how much damage you can take), intelligence (something to do with power), mental strength (power of magic attacks), agility (how nimble around the screen you are) and luck (boosts this rating if you don't know what you're doing in the game and need good fortune to survive). Obviously all characters start the game with different ratings in all of these areas, and it's a choice between topping up your speciality ratings or improving lower and important ones.

GUARDIAN HEROES IS REVIEWED ON PAGE 64





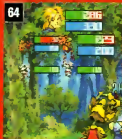
SEGA SATURN

Review Index

Hi kids, Talk the Fox here, introducing the Reviews Index for those SSM people because they're all for too lazy to do it themselves. But I don't care how shiftless and idle they are, because it's been ages since I've had the chance to chat to my fans. That's because I've spent all my time building that blasted rocket for the Sonic Fighters arcade game. Sonic made me. Well he might think he's the grand pooch around the Green Hill Zone right now, but you wait until the game gets released. I'll bust his wise mouth once and for all. And that Knuckles guy, too. Nobody replaces Tail the Fox at Sonic's side and gets away with all his stupid little pecky schizoid teeth intact, that's for sure. Anyway, enjoy the reviews readers - and if you've got anything to say about them I'll shut you up as well, you dumb punks. Lots of love, Talk the Fox.



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SEGA SATURN

63



BY	GUARDIAN HEROES
PRICE	£79.95
STYL	DEAT, "EM UP
RELEASE	MAY 1996

We've been covering it in depth for some months now, so it's pretty obvious we think **Guardian Heroes** is something special. But **why, goddammit, why** should we think such a thing? Read on and find out, gamesniks...

In a midst all the excitement concerning polygon handling, 3D games in real-time and astounding arcade conversions, many people seem to have forgotten that the Saturn is currently the most powerful machine for handling 2D graphics in existence. No other console or computer can touch it, and yet this distinctly capricious ability is mostly ignored.

Not fortunately by Treasure – the team who made a highly respected name for themselves by doing things on the Mega-Drive that Were Not Possible. Like, visually 3D routines in their ostensibly two-dimensional titles. This was a time when scaling and rotation were the big programming toys to conjure with: when true three-dimensional arcade games such as Virtua Fighter were unseen. Now, of course, the goalsposts have moved somewhat. So have Treasure retined their spot at the forefront of development, bringing two-dimensionals to thirty-two bits, or is graphical flatness just old hat tech for you?



grandad! Well, judging by Guardian Heroes' their inaugural outing for the Saturn, there are hidden depths to dual-dimensionality, both in playability and spatial terms. For a kick-off, just because your spaces are flat, this doesn't mean your play environment has to be. Guardian Heroes, as regular readers will know by now, has three layers of action which characters leap into and out of using the Land R buttons. Ostensibly you may think that this makes tiny difference, but the speed with which you



can switch between lanes makes it an important tactical feature. Escaping groups of enemies ganging up on you, making massive attacks by bosses bouncing back and forth in time to music for a kind of strange Guardian Heroes dance routine, all these things are made possible by the magic of proted depth.

Of course there's more to the Heroes. Treasure have than fancy new fangled special effects. Treasure have obviously laboured long and hard over the game design. Not merely on using there are lots of levels, but allowing players to choose their own route through the game – thereby changing the direction of the plot and the eventual ending. Obviously this improves the replay value no end, and even once you've finished the thing – no mean feat considering the tough difficulty level – you still won't have seen even half of the stages on offer. In fact, Guardian Heroes just lies there begging "Complete me about five or six times, you rash fool" until you get through everything it has to offer.

And offer it does. Each level is absolutely packed with interesting ways to die. There are absolutely stacks of enemy characters, each with their own attack style, and some of the meanest and biggestest beat 'em up bosses you'll ever see in the whole of your life, even if you're a bossy designer for Team Streets.



of life or something. There's a giant zombie warrior hero under your command (thanks to a host of priest orders). Special moves and magic abound with each separate hero boasting their own beautiful selection of ways to kill. Or even heal! The backgrounds feature non-violent hazards like burning buildings and – horror – lots of barrels and add to a distinct game character. As would appear customary for a Treasure title, G.H. exhibits an amazing degree of personality with plenty of interaction between characters and even their foes, which hook your interest in completing the blighter by supplying a genuine desire to see how the story turns out. And the graphics are brilliant – explosions and fireballs everywhere, gorgeous animation and, and... it's just ace. Even the on-player VS battle mode with all the characters from the

game hidden within. Even the blooming title screen if you ask me, because I love every scinted pore of Guardian Heroes' peppy skin. If you're an interest in games, buy Guardian Heroes because it's completely cracking.

RAD

They are in fact doing screenshots from Guardian Heroes, and we believe they display the fine quality of the graphics within it.



Wow, these shots look like stills from some kind of Ghibli-esque cartoon. But they're not.



Especially this one – there's loads of action there. As indeed there is throughout the game.



That giant sword is part of the artwork show, and not a enemy boss.

UNDEAD GOOD

Near the start of your Heroes' quest they come into contact with an undead hero. He's a friendly sort and soon pledges to lend his monstrous bulk and tiny brain to your cause. There's a selection of fairly in complex orders for him along the lines of Attack or Stand There—he's not quite bright enough to plan. He'll attack their cavalry units from the flank, and cover our offensive through the bulk of the group, scattering the enemy and facilitating our escape.



The Heroes in red are actually on your side. Boys.



Fighting right in the fore- and backgrounds on display here. You could fight inbetween too if you wanted.



Guardian Heroes



The giant plant above is one of the first bosses, and also the funniest. The robot-looking thing to the right is actually a massive bomb. So stop hitting it.



Inerrestive, challenging, exciting and tough, Guardian Heroes is a classic in every way. Buy it or we'll burn down your house.

graphics	91	overall 95%
sound	90	
playability	93	
portability	95	

BY	Eurocom
PRICE	£79.95
STYLE	Beat 'em up
RELEASE	May

Yo dudes! MC Tsung in the house, and I'm a-cuttin' up them Kombatants in my Chambers of Doom! Come and read about my new game while my man G-Oro... er, looks for a new game to be in. Wreck tha joystick!



Midway, creators of *Mortal Kombat*, obviously set out to surprise their fans with *Mortal Kombat 3*. And this they achieved in style by ensuring that *Mortal 3* contained absolutely no elements which might actually be considered as new to the formula whatsoever. What we were expecting was, well I don't know – a 3D version or something. What we got was *Mortal Kombat* with new characters and a new (and far harder) difficulty setting. Still, we're not complaining, because it was *new*. But I bet *Street Fighter 3* will be polygon-based, that's all I'm saying. Anyway, as you'll no doubt have guessed from the headline and screenshots and so forth, *Mortal Kombat 3* has reached Saturn, and it's pretty flaming a right.

Eurocom, who handled the conversion, have included all the features which made the coin-op such a star in the arcades. So that means all the fatalities, Animalities and friendships, which are the prime weapons in *Mortal*'s arsenal aimed at amping previous gametime territory from its equally cash-rich midgame. Of course, once players have been invaded and conquered by *Mortal*, their loyalty is assured by the ruling dread and fist of enormous combat potential: rapid game speed and light-heartedness. A conversion lacking in these respects would find dissenting players meeting furiously in their basements discussing a possible switch to an altogether different type of one-on-one beat 'em up.

Luckily Eurocom seem to have been wearing their extra-lucky faces whilst writing the Saturn version, because every element of the coin-op has been retained. It's yet another testament as to the power of the Saturn, especially in handling 2D games.

The game speed is almost surprising given the level of detail and number of colours on the screen and shouldn't even mildly disappoint arcade fans. All the characters are in full effect, and each of them carries their full complement of moves and combos to the small screen with them. This includes Jade's multi-directional projectile abilities, a concept which will hopefully be extended to other Kombatants in further *Mortal* episodes.

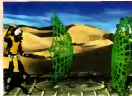
Best of all, the new combo system has been faithfully replicated. Top marks for the all new flying punch rule which allows jumping attacks to take place at the start of a combo, which opens up all sorts of new fighting possibilities. The potential number of hits per combo has been upped too, which is good news for experts, but possibly bad news for novices with expert mazes as they'll constantly face a new challenge to encourage even newcomers to work at their game.

The only real problem with *Ultimate Mortal Kombat 3* is that Capcom have just unleashed three bayside awesome 3D beat 'em ups onto the Saturn, and the marketplace is starting to look a bit crowded. I couldn't honestly say that I rate MBG above them. Alpha has more of a more intricate combo system. X-Men is more visually exciting and *Darkstalkers* is nearly as funny. But that would be missing the point. MK has a following all of its own – and quite rightly because it's dead good – and this conversion is aimed at these people. Anyone who ever played *Mortal* in the arcades knows whether or not they'd want to shell out for a decent conversion, and this is more than decent. It is, in fact, a superb. It's got all the playability all the characters and all the secret stuff – in fact, extra Saturn-only secret stuff if you're a devotee of the sinister Kult of Kombat, this is for you. If you're just shopping a round for the best beat 'em up, maybe you'd better try out a couple of others before making up your mind.

RAD



This might look like the tip for some kind of pharmaceutical company, but it is in fact a special move.



Look! That man's got a tongue coming out of his eye! About!





Ultimate Mortal Kombat 3



DARK SECRETS

Mortal Kombat is more famous for its plethora of secret features than its game content. Well, perhaps that's a bit of an exaggeration, but hidden things are definitely one of the more appreciated functions of the Kombat series. Secret owners will be glad to hear that UMK3's secret thing from the arcade version has survived, including all the characters, the start-up screen Kombat Kaden, extra comedy Saka's bits like the Throne Encourager (which flashes up compliments on each throw) and... other things too. But they're secret, so we're not going to tell.



Just think, if it weren't for splashes of blood such as the one pictured above, Mortal Kombat would never have achieved such worldwide notoriety. There might not ever have even been a Mortal Kombat 3. Blame.



So hoping for violence and blood? Why try for gratuitous showers of crimson gore? Just burning to those ready-made embers and their smouldering aftermath.



As you can see, this level has a background steeped in horror: bones and lava and things. Shudder.

A classy conversion which we predict will be much sought-after by Mortal fans. Well done, these chirpy Eurocom lads.

graphics	91	overall
sound	88	
playability	90	
lastability	91	
		91%

DP	THQ
PRICE	£79.95
STYLE	SHOOT 'EM UP
RELEASE	1998

It might look a bit like the old 16 bit revival Darius style, and it is, but in The Hunt still manages to provide some excellent shoot 'em up moments. So, if you're ready, periscope up!



Forget the silver bearded Sean Connery in The Hunt for Red October or the sweating faces of the crew in Das Boot. For that matter, forget these boring submarine sims that

you'd probably find on a PC and which are about as much fun as death by drowning. In The Hunt blatantly side-steps the technical aspects of submarine manoeuvring, choosing instead a side-scrolling shoot 'em up extravaganza. Try to imagine something like Darius except rather than outer-space it's all done underwater.

What this entails is lots of sub-aqua action in the shape of torpedoes, floating mines, sea monsters, and a whole host of submerged wickedness. In fact, it's all done with a comic edge: for example, when you destroy a railway bridge you can watch gleefully as the train plummet towards the water. Or how about decimating skyscrapers and enjoying all the tiny people running about in confusion and panic. This might sound like it's a bit sick but in The Hunt is too fantastical for you to take it seriously.

There are six levels to be verse in all and each of them ends as you'd expect: with a boss. Naturally there are plenty of power ups in the shape of heat seeking missiles and super-powered torpedoes and this is no doubt all starting to sound predictable in the extreme. And it is although it's still fun all the same. Ok so maybe it's the kind of game that should have been left behind with all the 16 bit stuff gathering dust, and maybe it's all a bit of a retro look, but the sheer volume of the action what with explosions and enemies swimming everywhere make it compelling to play.

Admittedly the graphics look a bit dated too but there's always so much going on and so many different and smart looking sprites that it didn't bother me.

Likewise there's some slowdown when the screen gets too packed and this does actually make things a bit frustrating at times. The bosses though are all excellent. Done in the classic style they dominate the screen firing endless missiles and rockets at you and making themselves pretty damn hard to beat.

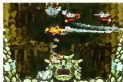
The first stage sees you moving through the icy waters of the South Pole where you can expect lots of laser ice pillars blocking the way and a boss with chains for tentacles. Stage 2 is the Channel and here's where you'll find the industrial refinery with exploding bridges and houses, and people running back and forth in panic. Sealed Ruins is the apt title for stage three where a huge stone monster forces you to travel vertically in order to escape and involves blasting through lots of ancient stone. Stage four is Sunken Town which features huge missiles launched from the seabed and submerged skyscrapers that you have to blast through. Sea monsters return in stage five: Deep Dark Sea is the shape of sea serpents and a silver dragon hiding in the depths of a lava cave. And to finish it all off you arrive in stage six at the Energy Base where you have to take on a multi-sectored rocket boss that's incredibly tough!

So after making the arduous journey through all the stages, is in The Hunt something I'd recommend? Well yes alright. It's not your spectacular 3D (check out the new technology) kind of game but it's always refreshing to get back to some good old-fashioned shoot 'em up action and besides it reminded me of a psychedelic marriage between Captain Nemo and the crew of the Yellow Submarine. Good clean fun.

ROB



This is the boss of the Channel stage. Watch out 'cause it falls in the water!



Get the bricks in hand on the stone monster's head!




 REVIEW

In the Hunt

Oh yes! There are lots and lots of beauty bugs experiences in *The Hunt*. Ship deck along!

I'm Sinner blowing bubbles! Pretty bubbles in the air! So easy the monster as he climbed to bring death to the stability web.

At the end of the South Pole this boss with chains for tentacles appears. It also fires huge blocks of missiles so beware.

Nothing particularly new or exciting here, but *In the Hunt* is good fun to play, featuring loads of exciting battles and explosions, and it keeps the home fires burning for about 'em up fans.

graphics	78
sound	75
playability	77
value	72

overall

76%

BY	PSYGNOSIS
PRICE	£79.95
STYLE	RPG
REMARKS	TBA

You know the theory that argues that the universe could be nothing more than an atom in a gargantuan tunnel and that likewise the tiniest particles of a human being, on a level even than quarks, could be tampering themselves with another universe contained in them of equal complexity, density and so on ad infinitum? Well, *Discworld* is a bit like that. Kind of. Except *Discworld* itself is a land sealed inside a dome riding on the back of a huge turtle-calling through space. Bizarre and wacky, eh? And that's just for starters.

But first a confession. I had heard of neither Terry Pratchett or his *Discworld* books until I came to play this game. By all accounts though he actually has a bit of a following, and seems to have achieved out a measure of cult status for himself. If you're someone who has read his books you're probably capable of making a good guess as to the type of game his *Discworld* adventures would make. RPG? Well done, because

Pygnosis agree with you, transforming *Discworld*'s adventures into a sprawling game that takes in loads of puzzles and conundrums and hundreds of different characters voiced by the likes of Eric Idle, Tony Robinson and Ian Porthouse.

Promising foundations you might think and in some respects they are fulfilled. The game is huge and very complicated meaning you're going to have to

Ever been to a **book shop**? Maybe you've seen a huge range of colourful books on the shelves by a certain **Terry Pratchett**. The popularity of his **Discworld** books led Pygnosis to take up the licence and bring out a game based on his **quirky world**. Now it's arrived on the Saturn, so **let's have a browse**.

spend a hell of a long time trying out different things and you'll probably be an old wheezer by the time you finish it. At first, the comic turns of the characters seem quite amusing, bumbling about with a kind of sixth-formers wit. The jokes begin to soar though when you find yourself sitting through them time and again and it's an annoying fact of the game that even though you can skip past these conversations they go on for so long that much of the time you'll be banging the button to plough through them. The idea of selecting a conversational technique is something appealing at first, but again it all gets a bit tiresome when you have to plough through the friendly, the sarcastic, the jokey and the quizzical dialogue pieces in order to find out what you want from one of the characters.

Although not necessarily as essential to the RPG genre, the graphics in *Discworld* are really quite poor and the animation is largely non-existent apart from the blocky movement of an arm here or a leg there. In its favour there are loads of different places to travel to taking in hundreds of different backdrops, all depicting quasi-Medieval scenes.

Ultimately it's the old cliché of 'one for the fans' that seals judgment on *Discworld*. I'm not much of a fan of either RPGs or the Pratchett slant on comedy so the game's thrusts and turns naturally became more apparent. If alternatively you have a fondness for the *Terra* and his quirky world you might be more forgiving.

ROB



Later on in the game *Discworld* has to capture the cook's pet-sheep in order to get him out of the kitchen. Why? Not telling.



Above - the *Unknower* gives *Discworld* a bit of an electric shock. Below - *Discworld* reaches instructions from the Arch Chancellor of the university. They're all wacky as hell.



Here's the bar where *Discworld* has to start a fight. It's more like a tavern than the *Discworld* bar after *Discworld* makes one of the signs after a brawl through 1-space. Confused? It gets worse believe me.





Discworld



You might think that the dragon is at the bottom of all the mayhem in Discworld but as you'll soon discover, a secret cult is at the heart of the strange inter-dimensional events.



GET PACKING!

Next to give you an idea of the kind of mayhem it can bring in Discworld, here's a quick demonstration of how Rincewind uses his magical services of his faithful pet that doubles as his inventory.

STEP 1 Rincewind is woken up by a knock at the door telling him to go to the Arch Chancelor as he is told the news of a dragon breathing the city. He is then asked to fetch a broom from the room, which becomes a bit of a puzzle of its own, but before he does this he needs to go to the inventory.

STEP 2 In the dust-coloured, dimly lit room, he finds a broom and some clothes. After a quick look about it being a "wishing transportation vehicle" (though here Rincewind picks up the broom and puts it in his personal inventory).

STEP 3 After he's done this, Rincewind returns to his room in one of the towers of the city. He takes the broom out of his inventory and sticks it over the fireplace that seems to be sleeping. He then returns. A quick prod and hey presto, it's gone.



The fire brigade get caught in the night drizzle.



The Arch Chancelor has a quick chat with one of his trusted henchmen. You'll have to pop back and see the Chancelor on several occasions for fresh instructions.

Liable to split attitudes down the middle depending as it does on whether you enjoy the brand of humour and have a couple of years to devote yourself to completing it.

graphics	60
sound	75
playability	65
lastability	82

overall

72%

BY	PSYGNOSIS
PRICE	£19.99
STYLE	PUZZLE
RELEASE	JULY

They've been knocking about for some time now giving the kids **sleepless nights**. The arrival of the suicidal rodent contingent to the Saturn heralds a **change of image**. But with 3D Lemmings, are they about to **kick the bucket** for the last time?



platform environments, but the virtual lemming is actually a lot of a novelty although there are times when it's essential you use it. Its more incidental role is to show off the flashy 3D environments that take you inside buildings like cyber space stations or castles. Again though, this has a habit of making things a bit more awkward to control and complicates puzzles that are complicated enough on their own.

Beyond the 3D alterations Lemmings remains as challenging as ever. There are four difficulty levels — fun, tricky, taxing and mayhem — and even fun proves far from it. At times with some dedicated lateral thinking essential even here. But it's worth it when you breathe that sigh of pride and relief when you've finally solved one of the legendarily puzzles you find yourself in although I have to confess that when faced with a particularly nasty problem my instinct was to turn the game off rather than overcome it. This could of course be fatigue from four years of nerve-worn Lemmings experience and it poses the question of how much longer Psygnosis intend to keep introducing new versions of the game before finally let it plummet over the cliff for good.

I should also mention that Lemmings tends to induce an immediate hostility in some people and 3D Lemmings will do just the same. So those of you with a poor infantile threshold should avoid it if you want to save your Saturn from a unalike fit of destruction. For the more even tempered among you with brains the size of the supertank this might just fit the bill.

ROB



There are loads of wacky environments in 3D Lemmings from ancient castles to Charlie and the Chocolate Factory style sets.



All you get on this level are three lemmings and you'll need to know precisely where to get them holding. Things get far more complicated when the weather and range of lemming roles increase. Believe me!

Lemmings is not exactly a new concept. These little rodents have been dividing out anxiety attacks on PC and consoles for years now. But 3D Lemmings is the first encounter with them on the Saturn and the 3D element is naturally designed to appeal to the more sophisticated 32 bit mentality. Certainly the look of this game is a long way from the old days when it was a very simplistic 2D layout leaving the entertainment entirely to the highly frustrating puzzles. Now it's all polished backdrops, detailed polygon platforms, rotating views, different camera angles and virtual lemmings, and I can't help feeling it all gets in the way a bit. It's most

irritating at the start because you have to get to grips with all these extra controls before you can concentrate on getting the wedding green depressures back to safety. Once you've familiarised yourself with the method it's a lot less hassle, but there are still those moments when, with only a split second left, you find yourself changing a camera angle to actually see what's going on rather than choosing lemming roles to save them.

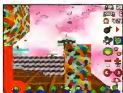
3D Lemmings also heralds the arrival of two new lemming roles: the tanner and the virtual lemming. The tanner is obviously a necessary addition when you start working with 3D

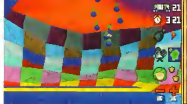


Phew! Made it but only just. As you move on to harder levels, you're not given as much room for error. Call in the expert!



My own used to speed boats making patchwork quilts just like this backdrop above.





REVIEW 

3D LEMMINGS



Each level starts off with a preview screen that lets you take an early look at hell!



Wow! There's the exit at last! The lemmings are saved! The lemmings are saved! For now.



YOU ARE YOUR JOB!

Each and every one of us has a role in life. Some of us get cushy options like reviewing games all day, some of us have to deliver the milk and some of us are astronauts.

BLOCKER: Stands there solid as a rock to prevent his furry friends from doing something stupid like falling off a cliff!



FLOATER: With the help of a lovely golfing umbrella, lemmings assigned as floaters can actually fall off cliffs and land safe and sound.



BASHER: Using a pair of very fine mallets, a basher does as he says and punches through whatever happens to be in blocking the path.



BUILDER: The craftsman among lemmings, a builder takes his bricks and mortar to build bridges and stairs to reach higher levels.



TURNER: A bit like a blocker, a turner will direct the lemmings in the appropriate direction when they reach a crossroads of some kind.



MINER: With the enthusiasm of an entire male voice Welsh choir, this lemming takes a pick axe and gets digging.



DIGGER: Rather than dig diagonally like the miner lemming, a digger will use its bare hands and dig straight down beneath it.



CLIMBER: When a lemming is made a climber is suddenly becomes the Chris Bonington of the rodent world and can scale anything.



BOMBER: When chosen for this sacrificial role a bomber will appear above the lemmings' head. Then they explode! Timing is essential when using one of these, so be careful.



Although it all looks new and groovy, 3D Lemmings can't hide the fact that it's showing its age. Nevertheless, for those who enjoy some damn tough puzzles it still has the potential to satisfy.

graphics	84	overall 75%
sound	80	
playability	74	
longevity	60	

CHECKPOINT 4

IT ALL GOES LOOPY AS WE HEAD FOR THE FINAL STRAIGHT!



Once again a frameless new breed of Time Attackers have invaded and dominated the Top Ten. Andy CB North of Phoenix checked the SATURN MAG news by giving TEN SECONDS off last month's lead time from John Ambler of Essex (remember why, despite not having sent an updated record this month, he goes on to win once at number eight, with two more of last month's than below him – reflecting the difficulty most people seem to be having beating the phenomenal times achieved so far. Two more of our gracious contestants are also in evidence, Philip J Hogg and James Broughton, whose new times are still not enough to prevent them slipping from second and third respectively to fifth and sixth (although they're still speedily close).

There's still ONE MORE MONTH for you to get your entries in, so if you think you can beat any of this lot you'd better get your skates on and have an entry in by JUNE and if you want to get your hands on the booty. Remember, we're allowing you to use the Hyper Car and Stratos cheats, but we MUST have video evidence of your three laps of the three courses PLAYED CONSECUTIVELY. You may set the options for three laps and select your best lap time for each of the tracks, but they have to be from one single game and they have to be on video. We've got a top thirty compiled here, so don't think we won't award the prize to someone with a slower time if you don't have the requisite evidence (but don't send it in yet, we'll call you if we want it).

OK, once you've got your time figured out and on tape, write it down on the back of a postcard (back down enveloped) put bit of coral packet and send it in to SEGA RALLY TIME ATTACK COMPETITION, SEGA SATURN MAGAZINE, PRISBY COURT, 30-32 HARRINGTON LANE, LONDON, EC6H 3AU, and make sure it gets here BY THE SECOND OF JUNE. The SECOND, got that?

Good luck and may the best, fastest and most skillful Sega Rally player win!

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SECOND PRIZE: TEN SATURN GAMES AND AN EXCLUSIVE AM3 SEGA RALLY JACKET AND T-SHIRT!

THIRD PRIZE: AN EXCLUSIVE AM3 SEGA RALLY JACKET AND A SEGA RALLY T-SHIRT!

TIME ATTACK TOP TEN!

1.	ANDY C B NORTH, PHOENIX	2:48.35
2.	LENN STEVENSON, WAKEFIELD	2:53.54
3.	NICHOLAS WARE, WAKEFIELD	2:53.80
4.	ALEX GRAYSTON, WYKE	2:58.40
5.	PHILIP J HOGG, DYFED	2:57.53
6.	JAMES BROUGHTON, ISLE OF MAN	2:47.58
7.	JOHN BRAZIL, ERITH	2:57.19
8.	JOHN ARCHER, ESSEX	2:58.43
9.	DEAN GRAHAM, DUNDREE	2:59.30
10.	DAVID BLAKE, BARNESLEY	3:00.03



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You may have got your copy of Ultimate Mortal Kombat 3 at last, but the hard part is still to come. You've now got to learn every move for each of the 22 characters – and where better to start than our list? Every move currently known to the human race, as well as a massive list of Kombat Kodes to enhance your fights are all here. Go on, get learning!

KEY			
	UP		BLACK
	DOWN		RED
	FORWARDS		HIGH KICK
	BACKWARDS		LOW KICK
	RIGHT PUNCH	PRESS THE BUTTONS AT THE SAME TIME	
	LEFT PUNCH	PRESS THE BUTTONS IN SEQUENCE	

All the moves marked with a can be done in mid-air.

RANDOM SELECT

While highlighting the start character, hold Up and press Start. The computer will pick your character for you.

MERCIES

To give mercy, fight into a third round and win. When the "Finnish Himmler" message appears, jump over half a screen away, hold Rat, press , then release Rat.

FRIENDSHIPS AND BABALITIES

These can only be performed if the Block button has not been used during the last round. They can be done from anywhere on the screen, unless we've marked them.

ANIMALITIES

These can only be performed after a Mercy has been performed on an opponent. Beat your opponent again before doing the Animality.

PIT FATALITIES

These are always performed from right next to an opponent. They only work on The Subway, Bell Tower, The Pit 3, and Scorpion's Lair backgrounds.

FATALITIES

These must be performed when you are in exactly the right position, and they are marked in brackets. If you have to hold an attack button to perform the fatality, hold it when you are out of range, then move into position. Here are descriptions of the exact places to stand.

Full Screen	As far away as possible
Jump	One jump away from an opponent
Sweep	The far reach of a sweep
One Step	One tap away from an opponent
Close	Touching the opponent



KITANA	Far Throw	+ LP
	Far Lift	+ LP
	Flying/Punch	+ LP
	FATALITIES	
	Full Screen Fatality	(CLOSE)
	Desperation Fatality	(CLOSE)
	Sublimity Friendship	+ LP
MILENA	Sublimity	
	Sublimity Animality	(1 STEP)
	Pit Fatality	

MILENA	Full Screen	Hold LP for 2 seconds and release
	Sublimity	
	Sublimity	
	FATALITIES	
	Full Screen Fatality	(Full screen)
	Sublimity	(Close)
	Desperation Friendship	
MILENA	Sublimity	
	Sublimity Animality	(Close)
	Pit Fatality	

JADE

Strength Strike	Q, Q, LP
Low Strike	Q, Q, LK
High Strike	Q, Q, HP
Shockwave	Q, Q, LK
Invincibility	Q, Q, HK
FATALITIES	
Shock Strike Fatality	(close) Hold HK + press Q, Q, Q, Q, HP
Shock Upward	(close) R, R, R, HK, R
Power Shock Friendship	Q, Q, Q, Q, HK
Stability	Q, Q, Q, Q, HK
Ultimate Invincibility	(close) Q, Q, Q, Q, Q, LK
Pin Fatality	Unknown



Jump Kick	Q, Q, HP
Jump Kick Kick	Q, Q, HP, LP
Jump Kick Kick	Q, Q, HP, LP
Jump Kick Kick	Q, Q, LK
Jump	Q + LP + HK + LK
Invincibility	Q, Q, Q, HK
Invincibility	(away) Q, Q, Q, LK
Invincibility	(away) Hold HK + press Q, Q, Q, Q, HK
Invincibility	(close) Q, Q, Q, Q, Q, LK
Stability	Q, Q, Q, Q, LK
Ultimate Invincibility	(close) Q, Q, Q, Q, Q, HK
Pin Fatality	HK, R, HK, HK



Jade's Hold Pin Fatality is one of the best in the game. He jumps into the air, opens his mouth and spews red juice onto his people.



Jade's Invincibility move lets transform into a monkey. It's then runs after his opponent like the old action game Defeat.

ERMAC

Recoil	Q, Q, LP
Teleport Punch	Q, Q, HP
Shin	Q, Q, Q, HK
FATALITIES	
Acceptation Fatality	(close) R, HK, R, R, HK
Shin Fatality	(away) Hold HK + press Q, Q, Q, Q, Q, release HK, HK
Friendship	Unknown
Stability	Unknown
Invincibility	Unknown
Pin Fatality	R, R, R, R, LK



Although not everything is known about this new character yet, he's already got some cool moves. Like the one



Just to annoy someone, transform him into a baby. Now, Ermac's reduced Classic Sub Zero to a giggling infant.

SCORPION

Surprise	Q, Q, LP
Teleport Punch	Q, Q, HP
Mid-air Throw	HK in the air
FATALITIES	
Power Breaker Fatality	(away) Q, Q, Q, Q, Q, HK
Mid-air Breaker Fatality	(close) Q, Q, Q, Q, Q, HK
Head Kick Friendship	(close) Q, Q, Q, Q, LK
Stability	Q, Q, Q, Q, HP
Invincibility	(close) Hold HK + press Q, Q, Q, LK
Pin Fatality	Hold HK + press Q, Q, Q, LP



CLASSIC SUB ZERO

Ice Ball	Q, Q, LP
Slow Motion	Q, Q, LK
Slide	Q + LP + HK + LK
FATALITIES	
Shock Storm Fatality	(close) Q, Q, Q, Q, HP
Stun Fatality	Unknown
Invincibility	Unknown
Stability	Unknown
Invincibility	Unknown
Pin Fatality	Q, Q, Q, Q, HP

TIPS

SONYA

Electric Friends	○, △, LP
Reverse Grip	○, △, ○, HK
Electric Friends	○, △, LP
Light Throw	○ + LP + HK
FA FATALITY	
Fire Bomb Fatality	(Jump) Hold HK + press ○, ○, ○, ○
Thunder and Lightning	(anywhere) ○, △, ○, ○, R
Thunder and Lightning	○, △, ○, ○, R
Thunder	○, ○, △, HK
Thunder (anywhere)	(close) Hold LP + press ○, △, ○, △, release LP
FA Fatality	○, ○, ○, LP



Sonya's original Fatality, the Flame Kick, is still in Ultimate Mortal Kombat 3. It's performed differently but looks exactly the same!

Ice Ball	○, ○, LP
Ice Blast*	○, ○, LP
Ice Shower	○, ○, LP
Glass Ice Shower	○, ○, ○, LP
Fair Ice Shower	○, ○, ○, LP
Slide	○ + LP + HK + LK
FATALITIES	
Process Strip Fatality	(close) HK, HK, R, HK, R
Ice Bomb Fatality	(Jump) ○, ○, ○, ○, R
Superman Friendship	LK, R, R, ○
Sublimity	○, ○, ○, HK
Polar Bear Intensity	(close) Hold HK + press ○, ○, ○
FA Fatality	○, ○, ○, HK



NIGHTWOLF

Arrow Shot	○, ○, LP
Arrow Opponent	○, ○, LP
Blender Charge	○, △, HK
Blender Shield	○, △, ○, HK
FATALITIES	
Light Bomb's Little	(close) Hold HK + press ○, ○, ○, ○, release HK, HK
Lightning Arrow Fatality	(Jump) ○, ○, ○, LP
Blender Friendship	(outside range) R, R, R, ○
Sublimity	○, ○, ○, ○, LP
Wolf Intensity	(close) ○, ○, ○, ○
FA Fatality	R, R, HK



Flash Tornado	○, ○, LP
Flash Opponent	○, ○, LP
Flashlight Ball	Hold LK, then release
Harpoon Ball	○, ○, △, HK
Ukulele Tornado	○, ○, LP
Air Tornado	HK in the air
FATALITIES	
Shishito Fatality	(close) Hold LP + press ○, ○, ○, ○, release LP
Eye Laser Fatality	(range) LP HK, HK, HK
Shishito Friendship	LK, R, R, HK
Sublimity	○, ○, ○, ○, LK
Flash Intensity	(close) Hold HP + press HK, HK, HK, release HP
FA Fatality	Hold HK + press ○, ○, ○, LK



Keep Kano and his eyesight as a laser beam, not only as a Fatality. That's thick.



This is great! Kano pulls the enemy's shadow out through someone's mouth!

STRYKER

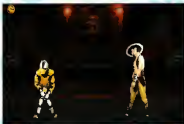
High Jump	○, ○, LP
Low Jump	○, ○, LP
Running Low	○, ○, LP
High Kick	○, ○, BK
Jump Kick	○, ○, LP
FATALITIES	
Ground Fatality	(close) ○, ○, ○, ○, BK
Throw Fatality	(full screen) ○, ○, ○, ○, BK
Trick Kick Fatality	LP, R, LP
Invincibility	○, ○, ○, ○, ○, LP
Time Recovery	Game stop R, R, R, BK
Reflexivity	Hold BK + press ○, ○, ○, BK



As a friendship, Stryker calls his dog, who runs onto the screen pulling a cart of World Kombat boxes!

CYRAX

Run	○, ○, BK
Quick Attack	Hold BK + press ○, ○, BK
Up Kick	Hold BK + press ○, ○, BK
Jump	○, ○, BK
Jumping Air Throw	Opponent in air + press ○, ○, BK then LP
FATALITIES	
Knockout Fatality	(anywhere) Hold BK + press ○, ○, ○, ○, LP
High Kick Fatality	(close) ○, ○, ○, ○, ○ + B
Speed Fatality	R, R, R, ○
Invincibility	○, ○, ○, LP
Speed Recovery	(close) Hold BK + press ○, ○, ○, ○
Reflexivity	R, BK, R



We know that strange icon where it looks like your legs are crossing over? Well, that's what Cyrax does as a friendship.



Sindel wraps her hair around her opponent, then pulls it away to spin them around. As they spin, lots of heat fly off until they explode! Levels.

Triumph	○, ○, LP
Reversal	○, ○, ○, LP
Fly	○, ○, ○, BK
Air Triumph	○, ○, BK in the air
FATALITIES	
Screen Fatality	(close) R, BK, BK, R + BK
Star Spin Fatality	(screen) R, R, BK, R, BK
Head Head Friendship	R, R, R, R, ○
Invincibility	R, R, R, U
Jump Fatality	(close) ○, ○, ○, LP
Pin Fatality	○, ○, ○, LP



King Lao uses his razor tail as a boomerang, slicing his opponent into chunks on each pass! They end up as a line of meat slices on the floor!



	○, ○, LP
	○, ○
	○, ○, ○, R + tap repeatedly
	○ + BK in the air
	(anywhere) R, BK, R, BK, ○
	(screen) ○, ○, ○, ○, LP
	(outside screen) R, LP, R, BK
	○, ○, ○, LP
	(close) R, R, R, R, BK
	○, ○, ○, ○, BK



Jax goes red green until he's massive, then stomps on his opponent, just like in the Morty Python opening sequence!

JAX

Wreck	□, □, BP
Double Wreck	□, □, □, □, BP
Flare Punch	Hold LK then release
Grab and Punch	□, □, LP
Smoking Punch	□, □, BK
Backbreaker	BK in the air
Multiple Stomp	LP to throw, then BP repeatedly
FATALITIES	
Big Foot Fatality	Jump/BK, BK, R, R, LK
Slam Chop Fatality	(close) BK + press □, □, □, □, release BK
Slipping Friendship	LK, R, R, LK
Isability	□, □, □, LK
Use Isability	(close) Hold LP + press □, □, □, release LP
PK Fatality	□, □, □, LP



Sheeva grabs her opponent's side, then pulls it right down around their ankles to see get a bloody abdomen is left standing with bits of flesh dripping off. Brilliant!

SHEEVA

Pinball	□, □, BP
Flare Stomp	□, □, □, BK
Support Stomp	□, □
FATALITIES	
Head/Pound Fatality	(close) □, □, □, □, LP
Slit Foot Fatality	(close) Hold BK + press □, □, □, release BK
Plasma Super Friendship	□, □, □, □, wait half second, BP
Isability	□, □, □, □, BK
Scorpion Isability	(close) R, BK, BK, BK, BK
PK Fatality	□, □, □, □, LP



SHANG TSUNG

High Kick	□, □, BP
Scorpion Kick	□, □, □, BP
Light Kick	□, □, □, □, BP
Power Kick	□, □, □, LK
MISC	
Kick	□, □, □, R
Kick	R, BK, BK, BK
Kick	□, □, □, □ + BK
Kick	□, □, □, LP
Kick	R, BK, BK
Kick	□, □, □ + BK
Kick	BK, BK, R, R
Kick	□ + BP + BK
Kick	□, □, □, LP
Kick	□, □, □
Kick	□, □, BK
Kick	□, □, □, BP
Kick	□, □, □, R
Kick	□, □, □, LK
Kick	□, □, □, BK
Kick	BK, BK, BK
Kick	R, R, BK, R
Kick	LP, BK, BK
Kick	□, □, □, LK
Kick	Hold BK + rot 240 degrees forward
Kick	□, □, □, LP
FATALITY	
Head/Chop Fatality	(close) Hold LP + press □, □, □, □, release LP
Head/Chop Fatality	(close) Hold LP + press R, BK, R, BK
Scorpion Friendship	LK, R, R, □
Isability	R, R, R, LK
Isability Fatality	(close) Hold BP + press R, R, R, release BP
PK Fatality	Hold BK + press □, □, □, LP




SEKTOR

Neutral	□, □, LP
Standing Light	□, □, □, LP
Standing Heavy	□, □, LX
FATALITIES	
Overhead Kick Fatality	(crouch) LP, R, R, R
Overhead Kick Fatality	(full screen) □, □, □, □, LX
Overhead Kick Fatality	(half screen) R, R, R, □
Stability	□, □, □, □, LX
Light Kick Fatality	(close) □, □, □, □, □
Light Kick Fatality	R, R, R, □



Neutral	□, □, LP
Standing Light	□, □, LX
Standing Heavy	□, □, □, R
	(tap □ more to make it faster)
FATALITIES	
Overhead Kick Fatality	(close) R, R, R, R, R, R
Overhead Kick Fatality	(crouch) □, □, □, □, LX
Overhead Kick Fatality	(outside crouch) R, LX, R, R, □
Stability	R, R, LX
Light Kick Fatality	(close) Hold LP + press □, □, □, □, release LP
Light Kick Fatality	R, R, R, R


LIU KANG

Neutral	□, □, LP
Standing Light	□, □, LP
Standing Heavy	Hold LX, then release
Stability	□, □, R
FATALITIES	
Overhead Kick Fatality	(anywhere) □, □, □, □, LX
Overhead Kick Fatality	(anywhere) Hold R + press □, □, □, □, release R, R, R
Stability	□, □, □, R
Light Kick Fatality	(anywhere) □, □, □
Light Kick Fatality	R, R, R, LX



Pressing any one of Smoke's special moves will cause him to grab a giant ball and throw it at the opponent.

Neutral	□, □, LP
Standing Light	□, □, LX
Standing Heavy	Hold R + press □, □, R
Stability	R in the air
FATALITIES	
Overhead Kick Fatality	(full screen) Hold R + press □, □, □, □, release R
Overhead Kick Fatality	(crouch) Hold R + R + press □, □, □, □
Stability	(full screen) R, R, R, R
Light Kick Fatality	□, □, □, □, LX
Light Kick Fatality	(outside crouch) □, □, □, R
Light Kick Fatality	□, □, □, LX



Street Fighter Alpha is already becoming yet another classic 2D beat 'em up from the connoisseurs of class; Capcom. Almost arcade-perfect translations and even better than the PlayStation version? Yes, of course it is, and the first choice for any fighting game fanatic in possession of a Saturn. Between this and X-men, there's very little time left to play anything else. What SEGA SATURN MAGAZINE has managed in this period is to formulate a comprehensive moves list, and once again DAVID HODGSON guides you through those characters, now clad in a weathered karate gi with the power of lightning at his disposal!



CHUN LI - "If you're going to fight; fight for real!"

Chun Li works undercover for a freedom organisation on a secret mission in deepest Shadowloo. Although still very young, her upbringing in a remote rural region and the vigorous training in the art of fighting has made her more than a match for any man. Now accustomed to flooring those gentlemen of ill repute that take a shine to her, Chun Li is a both feared and respected member of the undercover squad that she is leading. Now her squad is held up in a canyon complex just north of Bison's headquarters, determined to seize the madman and his entire cartel of drugs and the associated hard men that form Bison's team of bodyguards. Her reconnaissance team has just reported back; Bison is about to make the delivery! Now Chun Li must act, challenging Bison in the combat arena whilst the rest of the team halt the delivery of narcotics. Chun Li also has an old score to settle with Bison; she must avenge the death of her father and Bison must pay for this outrage!



"Get! Havin' Anyth!" Bison stays a tad too close to lady Li's awesome Backing Burn!



Still staggering from this nailing, Bison wonders into a normal version of this attack.

M BISON'S LEGENDARY TECHNIQUES

PSYCHO BURN	hold Δ , \square = any punch
DEAD PRESS	hold Δ , \square = any kick
DOUBLE STRIKE PUNCH	hold Δ , \square = any kick
BISON POWER	Δ , \square , Δ or Δ , \square , Δ + 3 punches or 3 kicks



M BISON'S SUPER LEGENDARY TECHNIQUES

PSYCHO CRUSHER	hold Δ , \square , Δ = any punch
DOUBLE DEAD PRESS BACKWARD	hold Δ , \square , Δ = any kick



CHUN LI'S ADVANCED TECHNIQUES

SECRET KICK	Δ , \square , Δ = any kick
SECRET KICK PUNCH	Any kick repeatedly
MOVING SLAP	Rearse punch whilst in the air and next to foe
MOVING KICK	Δ = Medium kick whilst airborne
MOVING PUNCH	Δ , \square , Δ = any kick
MOVING KICK	hold Δ , press \square = any kick
MOVING KICK	hold Δ , press \square = any punch



CHUN LI'S ADVANCED TECHNIQUES

MOVING KICK	hold Δ , \square , Δ = any kick
MOVING KICK	Δ , \square , Δ , Δ , \square = any punch
MOVING KICK	hold Δ , \square , Δ = kick

CHARLIE - "You've got talent! Uncle Sam could use you!"

Charlie is a kick butt slacker at Coley, and their adversarial relationship has loaded them in numerous scrapes throughout their army life. Finding a close friend after Charlie rescued Gabe from enemy sniper fire, both are currently taking a contingent of troops to Shadolov to look for a murdering convict by the name of Blk. River, instead, as close are the two military machines that they have trained under the same martial arts master, looking to put their anger in a series of devastating bouts of mortal combat. Blk. River's cunning and powerful weapons have been spotted, and Charlie takes a moment to take against River before he kills and destroys more of the populace.

CHARLIE'S MILITARY TECHNIQUES

ALPHA COUNTER	□, □, □ + any punch
SOMIC BOMB	Hold □, □ + any punch
ARM BACKSLAMMER	Reverse punch whilst in the air and next to foe
FLASH KICK	Hold □, □ + any kick
HOPPING SPIN DEAGSTER	□ + Medium kick

CHARLIE'S SUPER MILITARY TECHNIQUES

SOMIC BLAM	Hold □, □, □, □ + any punch
BLAZER FLASH KICK	Hold □, □, □, □ + any kick
GENERAL BASH KICK	Hold □, □, □, □ + any kick

**KEN - "Now you can see the difference between us!"**

Ryu, Marlin is the friend and rival of Ryu, as they grew up together and trained under Sheng Ling (also known as Gouken). Ken is another warrior, seeking his destiny by shifting through the plains and mountains, but upon hearing that Ryu has triumphed in the King of the Hill tournament, Ken's arrogance (then the reason for his many battles) takes over and he sets about finding this second competition, wanting to test the power of lightning that he commands. His favorite move is to pound the foe into submission with a series of hurricane kick hits, and then finishing them off with a flaming uppercut known as the Dragon Punch.

KEN'S LIGHTNING TECHNIQUES

ALPHA COUNTER	□, □, □ + any punch
OVERHEAD HIT	□ + Medium Punch
HALE KICK	□, □, □ + any punch
FASTEST FIVE KICK	□, □, □ + any punch
CRASH LIGHTNING	□ + Medium kick
HURRICANE KICK	□, □, □ + kick
WINDY DRAGON PUNCH	□, □, □ + any punch

KEN'S SUPER LIGHTNING TECHNIQUES

HIGH DRAGON FIVE	□, □, □, □, □ + any punch
WINDY DRAGON FIVE	□, □, □, □, □ + any kick/repeatedly

**GUY - "Shouldn't you be crawling to the hospital about now?"**

Guy is almost possessed by a wish to rid the entire world of all evil. Trained in the arts of Bushido, Guy is more than pleased with just performances, and in particular, he enjoys himself in destroying Solov's Mad Gear gang in a Final Fight, training alongside his friends Cody and Mayor Mike Higgins. During further research into the world's sickness, he has discovered the existence of Spirit, and has embarked on a mission to take him down, and thus preventing the world from further destruction. Finally, he also hopes that the forthcoming battles will hone his fighting arts into a formidable array of killer moves.

GUY'S FINAL FIGHTING TECHNIQUES

ALPHA COUNTER	□, □, □ + any kick
OVERHEAD HIT	□ + Flare punch
TRUMPET TORNADO KICK	□, □, □ + any kick
REVEREND CRAB	□, □, □ + kick, kick
REVEREND FLOTTING LEAP	□, □, □ + punch, punch

GUY'S SUPER FINAL TECHNIQUES

REVEREND FURY	□, □, □, □, □ + any punch
REVEREND BLAZE	□, □, □, □, □ + any kick



"Take my right fist to the right and twisted!"



BIRDIE - "What made you think you could beat me?"

Having been beaten 99 times in a brutal but immensely satisfying gang battle with a particular penchant for punk rock (hence the ridiculous mohawk), Birdie stands out in the Street Fighter Tournament, confident that his overwhelming bulk and mauling close will take him to the top this time. Birdie returned to disgrace after a previous pummeling, and has vowed to avenge this embarrassment, returning to the fighting circuit to prove to everyone that he is the strongest and most respected fighter of all.



"Weeaaaaaaah! He was serious with the belt! Just your own headbutts with my smacking looking small like a real gang, Earl!"

Birdie's Techniques & Counterattacks		
Technique	Input	
Strong Punch	□, □, □, □ + any punch	
Strong Kick	Hold □, □ + any punch	
Strong Kick	Hold square strength punch + kick and release	
Strong Kick	□, □, □, □, jump forwards + punch	
Birdie's Special Techniques & Counterattacks		
Strong Kick	□, □, □, □, □ + punch or kick	
Strong Kick	Hold □, □, □, □ + any punch	

SODOM - "You will not interfere with my plans!"

Sodom, the mastermind and ruthless leader of the Neo-Crus gang that plagues terror throughout the wheels of Metro City, is back and working with unstoppable rage for Guy, the Metro City king who halted Sodom's gang in their tracks and battled them from their grip. After a period in exile, Sodom began to train furiously, seeking dark paths with evil gods, and has now returned with one overriding purpose: the destruction of Guy. All those of these heroes must be crushed for overcoming Sodom's entire gang of thugs and his overall battle strategy, and the previous incursions that Sodom has conjured may just help him to secure the world domination that he so desires.

SODOM'S MAD TECHNIQUES

ALPHA COUNTER	□, □, □ + any punch
SLAMMING SURFIDE	□ + three kick
SHOCK	□, □, □, □ + any punch
SHOCK	□, □, □, □, □, □, □ + any punch
GASPET BOMB	□, □, □, □, □, □, □, □ + any kick

SODOM'S SUPER MAD TECHNIQUES

SHOCK	□, □, □, □, □ + any punch
SODOM HIGHTRADE	□, □, □, □, □, □, □, □, □
SODOM HIGHTRADE	□, □, □, □, □, □ + punch



AKUMA - "Weakling! Is there none worth fighting?"

The Supreme Demon has arrived to devastate all world warriors in his path. Fresh from a confrontation with Ryu and Ken's master, Sheng Long (Akuma's brother), Akuma has commenced a wander through the lands, fighting a variety of human foes and seeking only one fighter in human that can physically beat him in a fight. Akuma's power is legendary (he has already grossly wounded Sheng Long), and now all that face him quickly learn a new terror before being wrecked apart by the Demon's power. Hearing of the new competitor, Akuma bids his travels and demands to seek honor and pain once more.

AKUMA'S MIGHTY TECHNIQUES		
TECHNIQUE	INPUT	
MIGHTY WAVE FIST	□, □, □, □ + any punch	
SCORCHING WAVE FIST	□, □, □, □ + any punch	
MIGHTY WIND DRAGON FIST	□, □, □, □ + any punch	
TURNING SIX-CLAWING LIFE	□, □, □ + any kick	
AIR-TO-TOUCH SIX-CLAWING LIFE	jump □, □, □ + any kick	
WIND'S SIX FLAG	□, □, □, □ or □, □, □, □	
SIX-CLAWING WAVE FIST	□, □, □, □ + three punches or three kicks	
DISPERSED DRAGON ATTACK	jump □, □, □ + any punch	
DISPERSED DRAGON ATTACK	□, □, □, □ + punch then punch or kick	
AKUMA'S SUPER MIGHTY TECHNIQUES		
DESTRUCTIVE WIND DRAGON	□, □, □, □, □, □, □, □	
DESTRUCTIVE MIGHTY WAVE FIST	□, □, □, □, □, □, □, □, □ + any punch	
AKUMA MIGHTY SIX-CLAWING	□, □, □, □, □, □ + any punch	

SECRET CHARACTER



ROSE - "Forgive me, but my fight is not with you!"

A mysterious gypsy girl from an unknown region of the world has descended and entered the competition, to the dismay of many, but to the real shock of Blaz, who knows this shadowy figure from his distant past. Rose is cloaked with powerful magic, being as she is, finely tuned to the earth's mystical power. Rose commands great respect amongst those with an interest in magic, and her power has been known to overcome the might of some of the world's strongest fighters. Currently, Rose has abandoned her caravan sacrament to track down Blaz and halt the abuse of his gifted power. Blaz shall never achieve world domination; the spirits that aid Rose will see to that!

**ROSE'S BLOSSOMING TECHNIQUES**

ALPHA KICKER	△, □, ○ + any punch
SLIDE	○ + medium kick
SOUL BLITZ	○, △, □ + any punch
SOUL REFLECTION	○, △, □ + any punch
SOUL GATSO	○, △, □, ○ + any punch

ROSE'S SUPER BLOSSOMING TECHNIQUES

ULTRA SOUL BLITZ	○, △, □, △, □, ○ + any punch
SUPER SOUL GATSO	○, △, □, ○, △, □ + any punch
SOUL ELLUSION	○, △, □, ○, △, □ + any punch

**DAN - "My father can beat you, and he's dead!"**

Dan is a newcomer to the fighting arena, having switched with honor as Sagat pursued his father and recently beat him to death while Dan was very young. Throughout the rest of his childhood, he was driven by an uncontrollable rage to face Sagat and make him pay for his atrocity, and was also angered when he heard that another young fighter had managed this feat already. After bouts of impromptu training, Dan feels ready to face all-comers in his quest to kill Sagat. Dan's father may have killed Sagat in the right age, but Dan will be the fighter to truly finish him off!

DAN'S INSPECTUAL TECHNIQUES

WHEELHOUSE	○, □ + any punch
SHOOT DRAGON FIRE	○, △, □, ○ + any punch
SHY-DRAGON FIRE	○, △, □ + any kick

DAN'S SUPER INSPECTUAL TECHNIQUES

WHEELHOUSE	○, △, □, ○, △, □ + any punch
SHOOT DRAGON FIRE	○, △, □, ○, △, □ + any kick
SHY-DRAGON FIRE	○, △, □, ○, △, □ + any kick

SECRET CHARACTER

"I have indeed lost heavily for this fight, so much so that my first loss never leaves my head! Take a Shy-Drinking Kylin Fire, a ZPPD wonder!" "ZPPD!"



Later in the same hour, Dan tries another of his questionable tactics, inflicting only glowing damage to Blaz with another of his ineptible techniques: the Shy-Drinking Kick.

**SAGAT - "Accept your weakness and never return here!"**

Sagat withdrew in agony after the first tournament as he was beaten in a cataclysmic confrontation with Ryu that resulted in the Mael That Kickboxer being scarred from a huge dancing uppercut in the final stages of the fight. After this outrage, the former champion of the street has trained in his secret hideaway only to return to reclaim his title from Ryu, whom he calls a "lucky boy". Sagat is not to be swayed by anyone who hails his past, as all he can remember through his burning rage is the pain of the searing wound caused by the mighty Dragon Punch. This scar glows with Ki from time to time when Sagat is deep in thought about the forthcoming execution of Ryu.

SAGAT'S TIGER TECHNIQUES

ALPHA KICKER	△, □, ○ + any kick
TIGER TIGER BLITZ	○, △, □ + any punch
TIGER TIGER BLITZ	○, △, □ + any kick
TIGER TIGER BLITZ	○, △, □, ○ + any punch
TIGER TIGER	○, △, □, ○ + any kick

SAGAT'S SUPER TIGER TECHNIQUES

ALPHA KICKER	○, △, □, ○, △, □ + any punch
TIGER TIGER BLITZ	○, △, □, ○, △, □ + any kick
TIGER TIGER	○, △, □, ○, △, □, ○ + any kick



"I am a mix of few words and much power!"



"My Low Tiger Wave will take care of you!"

ADON - "My legend starts now!"

Sagat's once loyal bodyguard was by his side throughout the first tournament, acting both as a warm up sparring partner and encouraging the Thailand giant to channel all his rage into an awesome display of fighting prowess. Alas, this encouragement went unheeded, and Sagat was duly beaten by a young and mysterious fighter known as Ryu. Adon was astonished at this turn of events, and left the side of Sagat to train by himself, vowing to mock Sagat and challenge him for the title. Adon's former master will cower when encountering Adon's new array of kickboxing skills, and then the young pretender can turn his attention to a mysterious caped figure.

ADON'S THAI TECHNIQUES

ALPHA KICKER ○, ○, ○ - any kick

JAGUAR KICK ○, ○, ○, ○ - any kick

JAGUAR DRIFT KICK ○, ○, ○, ○ - any kick

RAIL KICK ○, ○, ○ - kick

ADON'S SUPER THAI TECHNIQUES

GOOSEBUMP FURY ○, ○, ○, ○, ○, ○ - any punch

SLICE AND DICE ○, ○, ○, ○, ○, ○ - any kick



He's going for the jugular alright.



RYU - "I look forward to our next battle!"

A lone and mysterious wanderer, Ryu has travelled far and wide, training to an almost superhuman degree and devoting his entire existence to improvement of his awesome martial arts skill. Clad only in a karate outfit and carrying only the barest of provisions, Ryu lives off wild berries and hunts for food. This simple existence has taught him to channel his inner strength (or 'Chi') with great power, and his command of the elements is truly fantastic. Ryu is always alone, hidden deep in thought and cross vast mounts in ranges whether the season is winter or spring. He has but one purpose; to seek out worthy opponents and challenge them. Ryu's lack of stature and unassuming manner lead many of his defeat opponents to gaze in wonder (through a haze of blood) at the swiftness of his technique. Indeed, a Chinese martial artist known as Pai Lang was quoted as being 'gobsmacked' at Ryu's prowess. After becoming the "King of the Hill" in a previous tournament, Ryu is challenged to a second competition by the runner-up, a Thai boxing giant called Sagat.

"Hi, I'm Ryu. Sorry about the state of my tattered gi, but I've had little time to wash it, what with defeating the world's finest street fighters and all!"



"Sagat shall crumble! All shall fall!"



"Death is the divine Ataman! Let my blow and blow, enemy!"



RYU'S MARTIAL ARTS TECHNIQUES

ANYTIME KICK ○, ○, ○ - any punch

ANYTIME PUNCH ○ - Medium Punch

CHI AND CHI ○ - Medium Kick

CHOKUHAN KICK ○, ○, ○ - any punch

CHOKUHAN PUNCH ○, ○, ○, ○, ○ - any punch

CHOKUHAN KICK ○, ○, ○ - any kick

CHOKUHAN PUNCH ○, ○, ○ - any punch

RYU'S SPECIAL SUPERSTREET FIGHTING TECHNIQUES

ANYTIME KICK ○, ○, ○, ○, ○, ○ - any punch

ANYTIME PUNCH ○, ○, ○, ○, ○, ○ - any kick





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Welcome to the last section in SEGA SATURN MAGAZINE's new series, Virtua Fighter 2 MasterClass. On these two pages, we finish off the initial roster of characters as we zoom in on Pai Chan, the McWild and Lau Chan. These characters are pretty basic, and along with techniques learned in previous sections, you should be well served. Still... enough! Let's just get on with it shall we?

PAI CHAN

THE FINAL BOUT!

The daughter of Lau, Pai is characterised by being the fastest, most irritating fighter you can play against in Virtua Fighter 2. The reason behind the irritation is pretty simple. For every move that is performed, there is a certain amount of what is referred to as "recovery time" - that is the delay incurred before you can start another move. For Pai, her punches are lightning fast with little, if no recovery time. That means that she is so fast that she can stop an opponent's special move before they come out with a punch, or if Pai has blocked a special move she can get punches in (or initiate a PPPK combination) as an opponent endures the recovery time caused by their special move.

What this basically boils down to is that even the most brain-dead of Vfr players have a fair degree of success on their hands should they evoke the legendary "Nuke-out" or "typewriter" button pressing techniques - that is, random button mashing. Combined with some intelligence on the block button this can still damn - even for the Vfr master! Yes, there is some degree of skill required to successfully master Pai, and in our techniques shown below, there is some ingenuity not just limited to her repetitive PPPK combos.

What should be noted is Pai's effectiveness with the reversal. She can take punches and kicks and against her and use them to initiate reversal throws. Fucker! counters all high attacks. In this instance it is vital that the player covers up and-level strikes. The basic rule of thumb is to counter for damage on the rising, falling, rising and especially the end of the move. Remember, what's a little better reversal is good against even the most powerful of players and the most scintillating side-kick (Jensen/Jensen/Jensen).

In all, it should be noted that Pai is really an angry little girl who is content to floating combinations. She concentrates instead on winning these for and basically being a bit of a pain in the ass.



Execute her reversal throw.



Remember to use the block button.



Followed by...



For Pai's own sake, don't let an opponent's special move...



...followed by an opponent jumping kick in her face.



Complemented with another giddy hug to avoid being hit.



A straight standing kick to the groin puts off this opponent...



...and comes a punch to the face, to send them reeling backwards...



...hit them again! Go on! Quick! Punch them in the head and watch them grovel...



...before finishing them off with an angry shoulder charge! Heeey!



JEFFREY McWILD

Despite having one of the most...strange scenarios in the game (Apparently Jeffrey's an Australian fisherman who has mastered the ancient Russian art of Pancration!), this character is one of the real power-players in the Virtua Fighter tournament. Although fairly well kitted out in terms of moves, he is shy of a fair few techniques compared to some of the other characters. Indeed, when comparing Jeffrey's moves list to say, Kage's, it's difficult to perceive that he has any chance at all. This is clearly not the case, because what he lacks in quantity, he more than makes up for in terms of raw power.

Power is the key to getting the most out of Jeffrey McWild. As you can see from the techniques listed below, he is relatively gifted in terms of combinations (considering his size), but he scores most points in actually blocking and dodging attacks

and then responding with devastating throws. Jeffrey's throws are by far the most powerful in the game (Wolf has sacrificed power for versatility) and the awe-inspiring Splash Mountain (down/forward-down/forward+P+K) is super-powerful. Groaning, grunting, opponents are quickly despatched with the Power Bomb (down/forward+G+P+K), which puts paid to defensive tactics and forces the opponent to come out fighting.

As regular MasterClass readers will see, the combinations we've listed below are quite similar to Wolf's (as seen in the last issue). Jeffrey is pretty similar to Wolf in this regard, although we recommend examining Jeffrey's scooping punches in order to get more out of him.



A standing knee initializer the combo...



...after which comes a crouch punch...



...and once you've got 'em in the air...



...get the best of Golyah!



This jumping knee strike is pretty powerful...



...then it gets your foe in the air...



...where you can easily hit them once...



...then TIK-CK with your mighty fist!

LAU CHAN

As VF fans will know, when AMI organised the official Virtua Fighter arcade tournament, he did this on the strength of Lau's combination prowess alone - he is the undisputed master of the PPPK combination and is armed with a variety of game-breaking techniques which are designed to break through the opponent's defence, leaving them wide open to a PPPK follow-up. This remains the case in VF2 - but to an even greater extent!

For starters, Lau has been granted even more techniques which he can use to blast through an opponent's guard. The most confusing of all has to be the up/forward+K cartwheel kick. It looks as though it hits on the high level, but actually

strikes right in the gut, and surprisingly, it has a huge amount of combination potential!

The basic rule of thumb is that Lau is more effective the lighter the opponent. In fact, true VF masters can pull off a freaky unbelievable 12-hit combination on Fal (who is the lightest character in the game). Characters like Sarah and Lion also suffer badly in combination strikes, while Wolf and Jeffrey lose out because they are slow to react. They might not float well in combos, but Lau is faster with his combos. This means that Lau's greatest enemies are fighters like Jacky, Akira and Kage. The last two are particularly troublesome in that they have normal attacks which often defeat the punch-led Lau. Despite this, he remains a fairly powerful character...



Get your opponent's center in the fire...



...then pound the back out of them...



...with punches and kicks...



...to become the silent Slayer.



Lau's excellent PPPK combo is aided. Start with a standing punch...



...followed by another, slightly quicker blow, which breaks lighter foes right backwards...



...the next punch allows Lau to move forward himself, which gets him in range for...



the up/forward+K cartwheel kick to the belly, which should put anyone on the ground.

Tips

ULTIMATE MORTAL KOMBAT 3

In addition to the massive list of moves elsewhere in the *MKG*, here are all the Kombat Kodes we know at the moment. They should all be entered on the battle screen—player one controls the first three figures and player two controls the next three. The numbers correspond to the number of times each button needs to be pressed for the correct symbol to come up.

- 000-000 Half Energy for Player 1
- 000-001 Half Energy for Player 2
- 000-000 Quarter Energy for Player 1
- 000-001 Quarter Energy for Player 2
- 000-000 Throw Enemies
- 000-001 Throwing Disabled
- 000-000 Blocking Disabled
- 000-001 No Meters
- 000-000 Silent Kombat
- 000-001 Quick Upstart Recovery
- 000-000 Sans Power (Little energy in round 1)
- 000-001 Dark Kombat
- 000-000 Random Kombat (Random morphing)
- 000-001 Psycho Kombat (Dark, random, no meters, no block, quick upstart)
- 000-000 Unlimited Run
- 000-001 Play Galaga
- 000-000 Show revision number



Text Messages:

- 000-000 "Rain can be found at the graveyard"
- 000-001 "Don't jump at me"
- 000-000 "Skunk!"
- 000-001 "Watcha gun do?"
- 000-000 "Go see Mortal Kombat the live tour!"
- 000-001 "No Fear"
- 000-000 "No knowledge that is not power"
- 000-001 "Hold flippers during casino run"

Winner Fights:

- 000-000 Winner Fights Motaro
- 000-001 Winner Fights Mook Salbot
- 000-000 Winner Fights Shao Kahn
- 000-001 Winner Fights Classic Snake



This code makes player 1 start each round with only quarter energy. Just press it and C over 10 times on controller 1 to enter it.

Kombat Zone Select:

- 000-000 Kahn's Cave
- 000-001 Desert
- 000-000 Deep Kombat
- 000-001 Scorpion's Lair
- 000-000 Errick's Portal
- 000-001 Fall Tower
- 000-000 Frigate
- 000-001 Graveyard
- 000-000 Kahn's Tower
- 000-001 Kombat Temple
- 000-000 Mook's Stage
- 000-001 Pit 1
- 000-000 Roof
- 000-001 Soul Chamber
- 000-000 Street
- 000-001 Subway



PANZER DRAGON ZWEI

As an added bonus (it's great, really) you can kill yourself during the game by pressing L+R+A+B+C at the same time. Okay, so it sounds useless, but if you're aiming for the maximum 100% kill ratio and you miss an enemy, you can use this to restart the level, rather than waiting for the badies to kill you.



NIGHT WARRIORS

Not only is the regular game completely brilliant, these cheats are fantastic! If you go the options screen and highlight the speed option and press X, X, Right, A, Z quickly (Akuma's hidden Finstercat move in SF Alpha), you'll be able to move the speed stars up to 8. This makes the game ridiculously fast and difficult to control, but it's great fun.



Who wants to play games at turbo speed too? Not all the time, thank you! To the turbo-but turbo speed right!

If you highlight the key configuration option and press R, Down, A, Y quickly (Akuma's as-special), a new option will appear - Appendix. Select this to get loads more options, including one to turn on the full arcade animation when two of the same character are fighting each other. Also, a complete version of the original Darkstalkers - the version appearing on PlayStation - can be selected, along with all the original backgrounds!



Select the "Classic" option to see the game like the original Darkstalkers!



GUARDIAN HEROES

To find the hidden challenge at the coliseum, play through until you reach levels 3, 4 or 5. Keep running to the right, only stopping to beat people up when the screen stops scrolling. Move into the distant plane and keep running until the end of the stage. You'll notice a small wooden sign, and when you reach it, you'll slip to the coliseum. If you accept the challenge, you'll fight against gangs of enemies until you want to leave, meaning that you can build your experience levels up early on in the game!



See that little wooden signpost on the right? Run straight through the level to it and you'll enter the hidden coliseum challenge shown here on the right.

To transform Han into Super Han, you'll need to collect the second magical sword from the One-Armed Undead warrior on level 8. From the start of the game, always choose the last option at the end of the levels to get to stage 8, and beat the warrior to turn into Super Han. He looks the same as before, only he gets loads of extra experience points, making him faster and more powerful!



OFF WORLD INTERCEPTOR EXTREME

Here are the complete level codes from Steven Key in London. Level 6 is for the hidden track - Morpheus Moors.

- 1 H06S9R0KJ0KH0M
- 2 WPN54943J0K0M0M
- 3 H-PWGRH7YJ0K0WVL
- 4 5W5C0H7T5T0WZVSL
- 5 8V0DM0P78J0Z0H5PL
- 6

SELECT PASSWORD

0000000000000000



This code here is for level five (above), and that's what level five looks like (right).



OUT NOW

GAME OF THE MONTH

UT	SEGA
PRICE	£44.99
RAING	★★★★★

Panzer Dragoon 2

Since team Andromeda released *Panzer Dragoon* (almost two years ago now) they've been keeping their development team extremely quiet. It's easy to see why – the entire time has been spent working on the amazing follow-up to *Panzer* and the finished goods are absolutely stunning.

Keeping the same general theme as the original *Panzer*, (well, going around shooting things), the storyline is expanded by following the dragon from its infant non-flying days to a fully grown airborne warrior. Which naturally means that, in addition to the flying sections seen in the first game, there's ground-based levels as well as other levels with a mixture of the two.

And below us is this way way more advanced than the first game, and not just graphically either. The level structures are far more complex, there's much more to do and the animation is absolutely breathtaking.

This is easily the Saturn's most stunning title since their "big three" at the beginning of the year. The bosses are absolutely amazing, the gameplay is completely fluid and the action is pretty chaotic at the best of times. There's no way that you can afford to miss this title, whether you're a fan of shooting games or not. Although more experienced gamers may find that this is an easy one to finish, it's still an absolutely essential buy. You'd be a fool to miss it.



Maps become only the order of the day in *Panzer Dragoon 2*. A must-buy game.



Takes the shooting game further than the first *Panzer* did. A truly impressive title.



ON	SEGA
PRICE	£39.99
RATING	★★★★

BAKU BAKU Animal



No need to know why AM2 suddenly decided to make puzzle games.



This is brilliant! But let be honest, it's not exactly the most difficult game ever.



It's bizarre that AM2 decided to turn their hand to a puzzle game after completing the mighty Sega Rally, but then Baku Baku isn't your ordinary puzzle fare. While the basic mechanics of the title are uncannily similar to any Puyo Puyo style game, it's easily the most novel slant on this age-old title seen in ages.

The basic objective is to pair up certain types of animal with their usual preferred food—for instance there's mice that eat cheese, pandas who love bamboo and monkeys who would kill for the sweet stuff of a banana. If you manage to line up a whole bunch of fruits with their intended owners, they'll all disappear, and any chain reactions you set off will cause fruits to fall down on to your opponent. The last playing area to fill up to the top is the loser. Yes, it's that simple.

So, why is it better than all the other puzzly kinds of games? Well, for one, there's hardly any of these kinds of games on Saturn anyway, and this is head and shoulders above anything else available, both in terms of graphics and fun.

If you're looking for something that will give you a lifetime's worth of play, Baku Baku is easy to finish, but you'll come back to it time and time again, especially in two player mode. Besides, it makes a welcome break from frenetic shoot 'em ups or high speed racing games.



There's a story mode as well as a one player and a versus mode.



Hehe, Player one isn't doing too well. Most be fast playing.

ON	ACCLAIM
PRICE	£39.99
RATING	★

REVOLUTION X

A shoot 'em up featuring top pop stars? Get the rock out of here! Surely this can't be true? But it is, it features heavenly beauties Aerosmith. Well, actually it doesn't, because someone's kidnapped them. What you have to do is pacify all the howling rock chickettes so they help you find them in time to play a concert. Just for you.

Anyway, this wacky complicated plot all takes place within the confines of a variety of urban scenarios where you have to blast the thing daylight out of all the nasty bad guys and free all the buxom babes over a plethora of levels. Of course seeing as this features pop stars and everything you may be fooled into thinking that the action is all rather good (after all, surely pop stars wouldn't lead their name to something dire, would they?) but you'd be wrong. Just like fellow rockers Motley Crue, Aerosmith's first foray into the videogaming world is a bit of a soft rock tragedy. There's nothing here that would appeal to either a lover of good games or a lover of Aerosmith. Graphically it's a bit of a mess and the game itself is completely unstructured—you just blast at things until the level is finished, then blast some more when the next level starts.

If Aerosmith had any sense at all, they would never have put their names to something as poor as this. It was bad enough when it appeared in the arcades a couple of years back and with the absence of the guns used in the coin op, it just becomes a cumbersome and uneventful game.



Get the rock outta here. No, go on. We've had just about enough of your type.



BY	INFOGAMES
PRICE	£39.99
RATING	★ ★ ★

Alone in the dark 2 JACK'S BACK

This was quite popular when it was released on the PC, some years ago. Today though, it's hard to see why – games have moved on at such an incredible rate that *Alone in the Dark* seems dated in comparison.

Admittedly there are a few changes for the European Saturn version, including a Virtual Ride Sequence, extra texture mapping on the sprites and the removal of a few bugs, but sadly these are mainly cosmetic changes.

Although there's not many of these adventure style games on console at the moment, Saturn owners probably won't be thanking Infogrames for bringing this to their machine. While featuring all the popular themes employed in a wander-about adventure (zombies, death, gore) it looks dated in comparison to what's on offer today (*Doom* or *Myst*). Also, the controls are a bit awkward and when you're doing things like shooting enemies you need pin point accuracy to hit the target.

Still, if you have a lot of patience and a love of these kinds of games you may glean some entertainment from this.



Jack's hat was too messy in this part of the game and has to be carried home by "Big Ben" from Gasterdams.



Wood. This is a bit of a scary ghost-type game, so you can probably tell from the gross person's complexion.



BY	GT INTERACTIVE
PRICE	£44.99
RATING	★ ★

DEFCON 5

Although just about everyone is trying desperately to release *Doom* style games on console, there's very few that are actually any good. And the ones that are usually appear on PC ages before anyone gets around to converting them to console.

Defcon 5 though, has appeared on just about every game platform from PC to 3DO which may lead you to believe that this is one of those smash-hit releases that everybody loves. But don't be fooled. Because although this is one of the only alternatives to playing *Doom* at the moment, it's nowhere near in the same league. It may look really fancy on the surface, but that's about as far as any positive points go. And that's not because the game is really tragic or anything; it's just that nothing ever happens. You're supposed to be protecting your colony from alien invasion and there's never any aliens to shoot – in fact most of the time there's hardly any evidence that they exist at all. And despite trying to add to the standard shoot 'em up fare by including strategy elements (which sees you assigning druids "surveillance" tasks, etc) the game still remains really the most yawnsome thing ever to appear on Saturn. If you really want to play a great blaster then wait a few short months for either *Doom* or *Quake*.



Bella there young man. Are you lost? Oh, You want to kill me? Fair enough.

COIN OPERATED



We've got lots more on Virtua Fighter Kids this month, and a few more shots of Virtua Fighter 3 to keep you happy. And the beat 'em up bonanza continues with Capcom sequels in the shape of Marvel Super Heroes and SF Zero 2. Oh, and Cyberbots! Enjoy!

VIRTUA FIGHTER KIDS

Thought that those 6 1/2 VF Kids pictures looked good? Prepare to be blown away as we take a look at the finished version of the game with lots of lovely screen shots to boot.

SHORT REPLAY

Within the game, there is a replay mode that comes into effect when a fighter performs a certain move. This is a very short replay and is shown during the fight itself. In fact, it's very similar to all those short replays fans of martial arts films would recognise, and it adds to the atmosphere no end!

FINISHING BLOWS

Each character has specific moves that act as a finishing blow. So what makes this different from the average KO? Does it allow you to perform a finishing? Or maybe an ultra Combo? Not quite. When used on the opponent towards the end of their energy bar, they will go flying off in a spectacular manner in a similar fashion to Street Fighter 2. Almost all the stages from VF 2 have made it into its junior version except for one stage. Pal's Pal now has a very distinctive background which involves little boys on the shelves and some blatant advertising of a well known Japanese drink called Bergen here and there.



BOSS OF BOSSES?

Dural is one of the most famous boss characters ever devised and a VF game could never be a VF game without the female S-roop. She has retained her metallic look but has undergone the Kids treatment (big heads, big eyes etc.). If you ever get to Dural at the end of the game, prepare to be amazed at the neochrome stage.

As any owner of VF 2 will tell you, this is an all new feature and definitely something to look forward to. So there it is!



How remember kids, fighting is a very bad thing indeed. If you have a display with someone in the playground, our page or something, try and to see it!



VIRTUA FIGHTER 3

We've been unable to get any more information on Virtua Fighter 3 as yet (there'll be plenty next month though from the Eg) but just to keep you satisfied here are some more pics.



CAPCOM'S THREE WONDERS!!!

No, not the three in one Capcom puzzle game from yesterday but the trio of top notch Capcom action that could be playing on a Saturn near you soon. The next three Saturn games won't disappoint anybody who likes a decent game or indeed Capcom.



STREET FIGHTER ZERO 2

If Marvel Super Heroes doesn't suit you, how about Street Fighter Zero (Alpha for UK and US purists)? So why did Capcom announce the conversion of their most recent CPS-1 game so close to its UK debut date? That's anybody's guess but rest assured this will be an arcade perfect translation of SF Zero 2. So start saving your pennies.



Chun-Li is back yet again to do battle in the name of constantly successful sequels!



It's Okabe, left out in Street Fighter Alpha but returning to his fire breathing best in this sequel.



CYBERBOTS

Last, but not least, is the latest under priced Cyberbots in the UK arcade, this game doesn't receive the popularity that it deserved despite the frantic and exciting action for those who haven't played the game yet. The style is best described as having the control of the Street Fighter games coupled with an anime style of moves also to the X-Men and Darkstalkers series but using robots instead of the usual human super fighters. This might not sound particularly original but there are some unique features. For example, there are the Cyberbots moves which are similar to the Ex moves seen in Darkstalkers 2, and a booster move that makes your character dash in every direction. This can be performed in mid-air and is very useful. There are also the triple subweapons that make combat easier making this a potentially modest addition to your Saturn collection.



MARVEL SUPER HEROES

The first of the Capcom trio is the fanboyist Marvel Super Heroes. This is the sequel to the very popular X-Men. Children of Atom, and it drops some of the more redundant characters and uses instead some of the heroes from the Infinity Wars series by Marvel. But that's not all. On top of the additional characters of Spiderman, Captain America, Iron Man, Hulk, Shangorath and Black Heart, the bosses from the original X-Men have become selectable! So Magneto and Juggernaut can be used to rip off your opponents' heads. But if these two have become selectable, who are the bosses? We hear you cry. In case you don't know already, Dr Doom and Thanos have become the kings of the latest Marvel! Capcom game and if the last X-Men is anything to go by they could be selectable too!



next Month

Shh. What we're about to tell you is absolutely top secret. You can't tell anyone at all, okay? Next month, Sega have some absolutely scorching games lined up for coverage. We can't tell you what all of them are but look out for:

THE FIRST SHOTS OF SATURN VIRTUA COP 2!

THE FIRST SHOTS OF SATURN FIGHTING VIPERS!

THE LOWDOWN ON THE SATURN'S NEW MODEM AND INTERNET CONNECTIONS!



Dear Newsie
Crikey! With such top games covered, I really don't want to miss out on the next issue of SEGA SATURN MAGAZINE. Be a top chappie and reserve me a copy would you? Why, thank you old bean.

NAME

ADDRESS

You can also look forward to a report from the world's biggest games show – the E3, held in Los Angeles, a feature from Konami's American headquarters outlining their Saturn release schedule, words from the developers of Knights, the results of our Time Attack competition, plus an exclusive cover story of gigantic proportions...

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SPECIAL NO THANKS: The tongue talking horse on the grapefruit juice.

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UK: £4.95
SURFACE MAIL: £4.95
AIRMAIL EUROPE: £6.95
AIRMAIL ZONE 1: £10.00
EIRE: £4.95

DISTRIBUTION: BBC MAGAZINE
PRINTING: COOPER CLOG AND
SPOTTSWOODS BURLINGTON

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STREET FIGHTER ALPHA WARRIORS' DREAMS



C&VG - 96% "The Capcom boys done good."

Play Magazine - 93% "A cracking conversion that offers more hard-hitting appeal than MK3."

Gamesmaster - 93% "Pretenders step aside!"

Playstation Plus - 90% "The speed, graphics, sound and sheer playability just make it for me."



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